



EPISODE DESCRIPTIONS

CHILDREN'S PROGRAMMING

JANUARY 2007

thirteen
WNET NEW YORK



MONDAY, JANUARY 1

6:30 AM BARENY & FRIENDS (915) *Easy As Abc*

Barney and the children find creative ways to teach Baby Bop how to spell her name.

7:00 AM SESAME STREET (4077) *Elmo Feels He's Treated Unfairly By Rocco*

Elmo is excited to play with his friend, Gabi, who is working in Hooper's Store while Alan is away on vacation. Elmo also lets Zoe and Rocco to play with them, too. As they are playing, Zoe and Elmo run into arguments over what games they should play, then what games they should play first, and even about who is first in line to play. While playing on the tire swing, Elmo and Zoe learn how to play fairly by taking turns or riding on the swing together. After playing on the tire swing, they all eat snacks together. Elmo and Zoe get upset again as they are eating cookies since Zoe gives Rocco the cookie that Elmo wants. Elmo is even more frustrated since he thinks that it is unfair for Zoe to give a cookie to a rock. Zoe is extremely upset because she thinks Elmo is being unfair to Rocco by saying that it is just a rock. Gabi steps in and helps Zoe realize how Elmo has actually been very fair to Rocco all day. Elmo is also able to realize that he should be more understanding and nicer to Rocco since Rocco is Zoe's friend. Dr. Phil - In "Dr. Phil Meets Dr. Feel".

8:00 AM CYBERCHASE (312) *Starlight Night*

It's Starlight Night, the annual holiday when all the stars in Cyberspace are refreshed for the new year. But Hacker concocts a scheme to darken the stars forever. He sends Buzz and Delete to stop all production of new star circuits and take inventor Archimedes to the Northern Frontier. With the ceremony only hours away, the kids and Digit must find a simple way to make the complex circuits and rescue Archimedes -- all before Hacker turns out the lights in Cyberspace!

8:30 AM CURIOUS GEORGE (102) *Curious George's Home for Pigeons/Out of Order*

Curious George's Home for Pigeons - Compass may be a homing pigeon but sometimes he has trouble finding his way home. George decides to make him a place to stay on their balcony. After much experimentation, George creates a tree that The Man with the Yellow Hat might not recognize but in Compass's eyes is the perfect pigeon perch. Out of Order - When George sees a very nice lady leaving packages behind everywhere she goes, he figures she must be very forgetful. He decides to be helpful by gathering up all the packages for her. When Betsy explains to George that the nice lady is actually the mail carrier, they have to figure out a system to match the packages up with the correct address and return them fast!

9:00 AM CLIFFORD THE BIG RED DOG (122) *The Big Sleepover/Dog for a Day*

"The Big Sleepover"--Emily is going off the Island for a night and asks Charley to baby-sit for Clifford. The day goes pretty well, but when night falls, Clifford really misses Emily. The whole town bands together to get the big red dog through the night, discovering that they can accomplish anything if they put their minds to it! "Dog for a Day"--Fed up with his "responsibilities," Charley decides he would like to lead a dog's life -- no chores, no school, no problems. But a hilarious dream teaches him that he likes being just who he is.

9:30 AM DRAGON TALES (132) *Rope Trick/Baby Troubles*

"Rope Trick"--The rope Zak and Wheezie are using for jump rope lessons flies out their hands and hits a bottle of Quetzal's special potion. The rope magically comes to life and begins to wreak havoc on their classroom! The only way to return it to normal is to catch it and jump over it three times. Emmy helps them practice and gives them some words to help them remember when to jump together. "Baby Troubles"--The kids and dragons love caring for Cassie's cute baby sister, KiKi. However, putting KiKi to sleep for her nap is not so easy. They try, and she responds with a resounding "No!" Cassie's mom offers help, but the kids are determined to do it themselves.

10:00 AM IT'S A BIG BIG WORLD (106) *Spirit/Shell*

Spirit: Smooch and Winslow become convinced, in part by Madge, that the World Tree has a Spirit. With Snook's help, they set out to find it. Shell: Bob and Winslow are surprised that the rock they found isn't a rock but the shell of a snail named Rocky. At first Winslow wants a shell of his own, but he eventually learns that shells aren't right for Marmosets. EDUCATIONAL

OBJECTIVES: Shells - Different creatures live in their own special places, and have different means of protection. Trees -Tree biology and facts.

10:30 AM JAKERS! (112) *Good Neighbors*

Piggley and his friends (inspired by a spooky radio program) are convinced that the young boy whose family just moved into the small house up the lane from the Winks' farm is actually a mad scientist! But through open-minded, adventurous thought and action, they are finally able to put aside their fears and risk making friends with the young boy. Lesson: Don't judge someone before you really get to know them.

11:00 AM CAILLOU (414) *Caillou Discovers*

Caillou discovers new things today and is so excited when Daddy brings home a computer. He learns to share the computer with his entire family - even Gilbert! Caillou and Leo are playing dinosaurs in the backyard and discover a fish fossil rock. They visit the library to learn more about dinosaurs and fossils. Also, Caillou takes his first flight and he's curious about everything. Then, Grandpa discovers a new planetarium is opening and there's a prize for the best space costume. Caillou is thrilled when the winner turns out to be...a surprise!

11:30 AM BOB THE BUILDER (213) *Taking Charge*

hat they have to move it piece by piece. Muck can't wait to lead the way, and sets off with Scoop, Lofty, Benny and the wheel to get the job done! However, when Muck can't remember exactly how the plan was supposed to go, the crew ends up stuck! Can Muck make things right and lead the team to the mill? While Bob's Away, Robert Will Play Robert and Dot, Bob's Mom and Dad are visiting the new community when a roof problem at the school leaves Marjorie's children with no place to go! Bob and Wendy volunteer to fix the roof while Bob's parents look after the children. Robert wants to build them a playground, just like the one Bob had as a child, but when he can't quite remember which part of the playground was Bob's favorite; and is all out of materials, can Robert reuse something old to finish the playground and surprise Bob?

4:00 PM DRAGON TALES (131) *Follow The Leader/Max and the Flying Carpet*

"Follow the Leader"--During Emmy's especially hard game of "Follow the Leader," Max tries to keep up but he's too little. The others urge her to make it easier, but Emmy resists and tells Max not to play at all. Soon, a giant Troll Child scoops up Emmy and carries her off to her backyard in the Towering Troll Village. Pooky just wants to play, but her huge dollhouse and gigantic toys are too big for Emmy. When Emmy protests that Pooky's version of "Follow the Leader" is way too hard, Emmy realizes she sounds just like Max and understands exactly how he felt. "Max and The Magic Carpet"--Ord is excitedly planning a big picnic for his friends, but Max is fascinated with Quetzal's old flying carpet. Feeling sad and ignored by his buddy, Ord wants to go home. Emmy and Cassie persuade Ord to stay and play with them instead. When Max and the magic carpet hit a tree branch and fall into a Huggly-Snuggly flower, Ord is there to make the rescue. He then gets up the courage to explain to Max that this is the worst day of his life because he's been looking forward to playing with him, and all Max wants to do is ride the carpet

4:30 PM ARTHUR (130) *Arthur's First Sleepover/Arthur's New Year's Eve*

This animated series is based on Marc Brown's best-selling books about Arthur Read, an eight-year-old aardvark, his sister D.W., and their family and friends. In "Arthur's First Sleepover," the boys feel a bit uneasy being outside in the dark, due to the recent reports of UFO sightings. Arthur has a hard time staying up to find out what really happens at midnight, on "Arthur's New Year's Eve."

5:00 PM CYBERCHASE (115) *Find Those Gleamers!*

(topic: Algebraic Variables) - The Hacker challenges Jackie, Matt and Inez to a contest on cyber-wide television! In order to prove to all of Cyberspace that Hacker's not as powerful or smart as he seems -the kids return to Topsy-Turvy Island on the Northern Frontier for the contest. Their mission is to power up a Mini-Wrecker using cyber-fireflies of varying power before the island turns inside out at sunset. The kids must use algebraic equations to determine how many Gleamers - and how much power - they'll need. The Big Idea: When you use a letter to stand in for a number that repeats or changes in a problem, you can simplify the arithmetic and make the problem easier to solve.

TUESDAY, JANUARY 2

6:30 AM **BARNEY & FRIENDS (916) *What I Can Do!***

The children show off their special talents in an "I Can Do" show.

7:00 AM **SESAME STREET (4109)**

Abby has just moved to Sesame Street and she is looking for someone to play with. She first meets Oscar, who isn't very nice to her. This makes Abby begin to feel sorry that her family moved. Then she meets Snuffy and Big Bird and they invite her to play Hide-and-Seek with them and their friends. Abby is a little apprehensive about meeting everybody all at once and she doesn't know how to play Hide and Seek. Big Bird and Snuffy convince her not to be shy or afraid. Everyone is sure to like her- they already do! She takes Big Bird's hand and says that she's ready to go. She wants to learn everything. During her day on Sesame Street she learns to play Hide-and-Seek, count to ten, and how to turn a pumpkin into a toaster. She also meets so many new friends and they are all excited to meet her, too. They have never met a fairy godchild before. Elmo and Zoe ask Abby if she will be their friend and come back and play. This makes Abby float in the air, which is what happens when she is happy. Abby is so happy that she moved to Sesame Street!

8:00 AM **CYBERCHASE (115) *Find Those Gleamers!***

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8:30 AM **CURIOUS GEORGE (103) *Zeros to Donuts/Curious George, Stain Remover***

Zeros to Donuts - When George learns about the meaning and power of zero, he is ready to test out his knowledge. The perfect opportunity arises when he's sent to the donut shop for one dozen donuts. But when he adds a couple of zeros, he's surprised to find out he gets one hundred dozen. Now he has to figure out what to do with all those extra donuts before The Man with the Yellow Hat notices. Curious George, Stain Remover - George spills grape juice on the new rug and needs to figure out a way to clean it up before The Man with the Yellow Hat returns! Too much soap and too much water make matters worse. With the help of the barnyard animals (and some simple engineering), George uses the Renkins' water pump to clean up the mess.

9:00 AM **CLIFFORD THE BIG RED DOG (123) *T-Bone, Dog About Town/Clifford's Big Heart***

"T-Bone, Dog About Town"--A cute little poodle named Mimi comes to Birdwell Island on vacation, and T-Bone gets a crush. He starts trying to be the kind of dog he thinks she will like, but learns that it's always best to just be yourself. "Clifford's Big Heart"--Clifford works hard to try to make Emily the perfect Valentine to show her how much he loves her. In the end, he learns that it's his presence, not presents, that means the most to Emily Elizabeth.

9:30 AM **DRAGON TALES (133) *Small Time/Roller Coaster Dragon***

"Small Time"--While waiting for their friends in Dragon Land, Max and Emmy chase their kickball into a patch of shrinking violet flowers. When the dragons arrive and spot Emmy's backpack next to the flowers, they realize what's happened -- their friends have been shrunk! But how are they ever going to find them? The kids work hard to get the dragons' attention by calling to them, flying a leaf in their direction and catapulting a dragonberry toward Ord, but nothing works. "Roller Coaster Dragon"--The kids arrive in Dragon Land just in time to ride the Roller-Coaster Dragon. But when they find out the ride is full, Wheezie has a hard time waiting for the next one. The others try to help her be patient, but all she can think about is how much she wants to ride. Just when it seems nothing will take Wheezie's mind off the roller-coaster, Emmy suggests playing her favorite game, Patty-cake. It works so well Wheezie learns that the trick to waiting is to distract yourself by doing something really fun.

10:00 AM **IT'S A BIG BIG WORLD (107) *Out on a Limb/The More Things Change***

Out on a Limb: It's his birthday and Winslow decides to go where no marmoset has ever gone before - up to the very top of the World Tree. But when he gets stuck on a high branch and has to be rescued, he realizes that even though he's older he still needs to be safe. The More Things Change: On a day of many changes in the World Tree, Ick and the monkeys are sad that things can't stay the same forever. But, thanks to Snook, they learn that change can be great and some things, like friendship, never have to change. EDUCATIONAL OBJECTIVES: Natural Limits - Every creature has different physical limits. There are some places in nature where only a few (or no) species can safely exist. The More Things Change - The world changes in some ways and stays the same in others. We also change in some ways and stay the same in others. Changes create opportunities and benefits.

10:30 AM JAKERS! (113) *Rock Around The Cluck*

Young Piggley discovers the joy of the new sounds of rock 'n roll, and finds that he is suddenly eager to go to school-on Saturdays!-for his guitar lessons. When Piggley falters during his first public performance, Ferny and Dannan offer loving support and shared enthusiasm to help him regain his confidence. Lesson: When it comes to making music, the joy of accomplishment makes all the practice and hard work worth it

11:00 AM CAILLOU (415) *Friends*

Caillou's Grandma is surprised when Caillou tells her he doesn't have any friends. She reminds him about Clementine, Leo, his cat Gilbert, and tells him that even his sister Rosie is his friend. Then, Caillou makes a brand- new friend. His name is Andre and he's big - and also a bit clumsy. Caillou is upset with Andre when he breaks Caillou's favorite chair, but it's soon forgotten when they go outside and play soccer. Later, Caillou and Leo are having a great time playing when Leo trips and falls, hurting his ankle. Caillou is very worried about Leo and thinks it may be his fault Leo got hurt. But when he makes Leo a get-well card and visits him at home, Leo says it wasn't Caillou's fault he didn't tie his shoelaces. Sarah helps Caillou paint a birdhouse Dad built, but she can't finish it because she is off on an all-summer trip to China. Caillou misses her very much. On the day of her return, Caillou is ecstatic and anxious to show Sarah that not only is the birdhouse finished and hanging in a tree, it has a resident.

11:30 AM BOB THE BUILDER (214) *Welcome, Sumsy*

Robert's come to the valley to spend some time with his son, Bob. They have a plan to spend the afternoon bird-watching but Bob has three very quick jobs to do and arranges to meet Robert as soon as he's done. While Robert is waiting, Bob is working --- and nothing is going as planned! All of the projects are taking much longer than expected. Will Bob and the team finish the jobs? Will he and his dad have a good time after all? Scoop Knows It All Farmer Pickles is about to declare his Sunflower Oil business open, and he needs a depot to store all the bottles of oil. To help with the new work load, Farmer Pickles introduces the team to a new machine --- Sumsy, the fork-lift, who loves to count! Scoop offers to show her around but Sumsy worries that they won't have enough time! Can Scoop and Sumsy use teamwork to get the job done and move all the oil to the depot?

2:30 PM MISTER ROGERS' NEIGHBORHOOD (1642) *Mister Rogers Talks About Art*

Mister Rogers shows an animation device that a friend made. He also shows slides and a reproduction of famous works by Picasso. In Make Believe, Lady Aberlin is making her portrait of the King; X The Owl and Henrietta have already finished theirs. Lady Elaine isn't interested in doing a portrait of King Friday and sends over a Picasso instead! Mister Rogers goes to Chef Brocketts' Bakery to hear The Spanish Singing Bakers. Back at his place he makes a rhythm rattle similar to the one the singers use.

3:00 PM BETWEEN THE LIONS (507) *Sylvester and the Magic Pebble/I Miss You, Stinky*

It's hard to be away from your family, especially when you've been turned into a rock, or the cheetah taking you home doesn't want to leave the jungle. key words: picnic, mama featured consonant sounds: p, m

3:30 PM CURIOUS GEORGE (102) *Curious George's Home for Pigeons/Out of Order*

Curious George's Home for Pigeons - Compass may be a homing pigeon but sometimes he has trouble finding his way home. George decides to make him a place to stay on their balcony. After much experimentation, George creates a tree that The Man with the Yellow Hat might not recognize but in Compass's eyes is the perfect pigeon perch. Out of Order - When George sees a very nice lady leaving packages behind everywhere she goes, he figures she must be very forgetful. He decides to be helpful by gathering up all the packages for her. When Betsy explains to George that the nice lady is actually the mail carrier, they have to figure out a system to match the packages up with the correct address and return them fast!

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"Rope Trick"--The rope Zak and Wheezie are using for jump rope lessons flies out their hands and hits a bottle of Quetzal's special potion. The rope magically comes to life and begins to wreak havoc on their classroom! The only way to return it to normal is to catch it and jump over it three times. Emmy helps them practice and gives them some words to help them remember when to jump together. "Baby Troubles"--The kids and dragons love caring for Cassie's cute baby sister, KiKi. However, putting KiKi to sleep for her nap is not so easy. They try, and she responds with a resounding "No!" Cassie's mom offers help, but the kids are determined to do it themselves.

4:30 PM ARTHUR (1005) *Aims High/Flaw and Order*

D.W. Aims High: D.W. wants to be the first person to set foot on Mars! But what if scary purple aliens eat her? With help from her dad, D.W. separates fact from fiction and discovers the excitement of space exploration. Flaw and Order: Who's responsible for cracking Dad's cake platter? DUN-DUN! All the evidence points to Arthur! DUN-DUN! Or does it? DUN-DUN! With Buster's help, Arthur sets out to clear his name - and figure out what keeps making that mysterious yet familiar "DUN-DUN!" sound.

5:00 PM **CYBERCHASE (214) *Trick Or Treat***

Hacker shows up at Motherboard Control Central. He pleads guilty to being the King of Chaos, but says he's sorry. He doesn't want to be a bad guy anymore. But when nobody's looking, he slips a strange frog into the air duct. What happens when this frog grows into a grotesque, alien creature that threatens to destroy Motherboard? And what will happen to the kids when they go inside Motherboard to track it down?

WEDNESDAY, JANUARY 3

6:30 AM **BARNEY & FRIENDS (917) *Making A Move!***

Barney and his friends help a new friend feel welcome when she moves into the neighborhood

7:00 AM **SESAME STREET (4110)**

It's Abby's first day of Storybook Community School and she is so excited to learn everything! Mrs. Goose introduces Abby to the class and they make her feel at home by singing her the "Welcome Song". Next it's time for Show and Tell. It is Abby's turn, but she didn't know that she was supposed to bring something to share. Abby decides to use her magic wand to leave school and ask Elmo for help. Elmo thinks that the class would love to see her wand. As he says this, he accidentally taps his head with her wand and he disappears, suddenly appearing at Abby's school. Now that Elmo is at her school, Abby thinks that it would be more fun to introduce Elmo to the class during Show and Tell. Then she can tell everyone what a good friend he is. Mrs. Goose allows Elmo to be a guest for the day and the class sings him the "Welcome Song." Abby is having a great first day of school and she is so happy to be learning so many new things.

8:00 AM **CYBERCHASE (214) *Trick Or Treat***

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8:30 AM **CURIOUS GEORGE (104) *Buoy Wonder/Roller Monkey***

Buoy Wonder - Today is a big day for Bill. He's entering his boat in the Model Boat Show! But George discovers that the boat sinks and to keep Bills hopes for a prize afloat, he decides to build a new boat. After some trial and error, George finds out which building materials sink and which float. Roller Monkey - A monkey on roller skates seems unlikely until Mr. And Mrs. Dulson ask George to wear a pair in front of their toy store to attract customers. George's skating rolls out of control, so Hundley steps in to help. Soon George, Hundley, and even Gnocchi find themselves learning about momentum and inertia at a rapid downhill pace.

9:00 AM **CLIFFORD THE BIG RED DOG (124) *Who Me, Jealous?/A Bunny in a Haystack***

"Who Me, Jealous?"--Mrs. Diller is taking care of Susie, her sister's puppy, for the weekend. Does Mrs. Diller like the cute little puppy better than she likes Cleo? Cleo determines to "out-cute" the puppy and win back Mrs. Diller's affection. But she soon finds that Mrs. Diller thinks Cleo is perfect just the way she is. "A Bunny in a Haystack"--When Emily brings home the class bunny, Clifford, Cleo and T-Bone learn what a big responsibility it is to take care of a pet!

9:30 AM **DRAGON TALES (134) *Up, Up and Away/Wild Time***

"Up, Up and Away"--The gang has a great time playing pop the bubbles until Ord accidentally flattens their bubble bucket. Ord and Max decide they don't need a bucket and dump Zak's entire package of bubble powder into a nearby puddle, which instantly erupts into a bubble geyser. Soon Ord is trapped inside a huge bubble floating helplessly toward the sky! The gang tries several ways to pop it, but the bubble skin is just too tough, so they tie a rope around it and pull it to the School in the Sky. "Wild Time"--The dragons are hard at work finishing their projects for the big Dragon Scale Festival, but Max has a bad case of the sillies! When his burping noises cause Zak and Wheezie's xylophone to break and he knocks the tail off Ord's dragon statue while pretending to be an airplane, he's confused by his friends' angry reactions. Why doesn't anyone want to have fun?

10:00 AM **IT'S A BIG BIG WORLD (108) *Dancing/King of the Tree***

Snook is scheduled to escort Madge to a family gathering, but he keeps falling asleep. Smooch, Winslow and Bob band together to help and with a little dancing, get him up and going again. King of the Tree: It's very rainy in the World Tree and Ick convinces Bob that the tree will flood and Ick will become king. With the help of some scientific measurements, Snook dispels Bob's fears and Ick learns he won't be king after all. EDUCATIONAL OBJECTIVES: Turtles - The migratory and social habits of turtles. Weather - We can observe changes in the weather, and these changes have impacts on animals and plants.

10:30 AM **JAKERS! (114) *Donkeys Into Racehorses***

When Mr. Hornsby asks the class to think about the meaning of the old expression "you can't make a racehorse out of a donkey", Piggley takes it as a challenge! He sets out to change his donkey Finnegan into a racehorse. In the end he learns that all living creatures have their own special talents - even donkeys. Lesson: Everyone has his or her own unique talents and strengths.

11:00 AM **CAILLOU (416) *Springtime!***

Caillou is excited that spring is coming, but is disappointed when he finds out there will be no more snow. Caillou and Sarah find a way to save a patch of snow they find under the porch, but soon learn they can't keep it forever. Mom and Dad are busy with spring-cleaning and Caillou wants to help. After a couple of ill-fated attempts, Mom and Dad give Caillou his very own chore to do. Then, Caillou's excited because it's raining and he's looking forward to puddle splashing when he goes out with his Mommy. It seems like forever before they can leave because there's always something else he has to do. By the time they're ready to go the rain has stopped, but there are still plenty of puddles for Caillou to jump in! Caillou is very excited about the neighborhood rummage sale until he's asked to figure out what he'd like to contribute. He's not so sure he wants to part with any of his toys. But in the end he's pretty happy with the new stuff he comes home with.

11:30 AM BOB THE BUILDER (301) *Speedy Surprises*

Wendy is going away for the day so she has arranged for Mrs Potts to look after the office. Bob and the Machines decide to do up Wendy's garden as a surprise. Unfortunately, Mrs Potts phones in sick so Bob has to divide his time between working on Wendy's garden and popping back to the office to check the answerphone for messages. As Wendy's garden starts to take shape things are livening up back at the office - much to the annoyance of Pilchard who is trying to sleep. Faxes pour out of the machine and pile up on the floor, the phone rings and lots of messages are left. By the end of the day the garden is finished and the office is a complete mess. But Wendy loves her big surprise and is happy to get the office sorted out now she has a lovely garden to relax in at the end of the day.

2:30 PM READING RAINBOW (1603) *Boxes for Katje*

Boxes for Katje, based on real events, this story is about a charitable effort that begins with a girl and her family, who send a care package to Holland during World War II, and grows to envelop both communities. Host LeVar Burton introduces helping groups powered by young people -- the Global Ambassadors, who build goodwill and do community service while learning about cultures through international communications and fundraising, and Backyard in a Box, youngsters who create and send kits to help kids in Hurricane Katrina devastated areas re-establish and enjoy their backyard. Feature book: Boxes for Katje by Candace Fleming, illus. by Stacey Dressen-McQueen (Farrar, Straus and Giroux).

3:00 PM BETWEEN THE LIONS (503) *Wings/What's in the Box?*

Watch out! The cubs find out what warnings mean, and why it's important to pay attention to them. key words: wings, box featured consonant sounds: w,

3:30 PM CURIOUS GEORGE (103) *Zeros to Donuts/Curious George, Stain Remover*

Zeros to Donuts - When George learns about the meaning and power of zero, he is ready to test out his knowledge. The perfect opportunity arises when he's sent to the donut shop for one dozen donuts. But when he adds a couple of zeros, he's surprised to find out he gets one hundred dozen. Now he has to figure out what to do with all those extra donuts before The Man with the Yellow Hat notices. Curious George, Stain Remover - George spills grape juice on the new rug and needs to figure out a way to clean it up before The Man with the Yellow Hat returns! Too much soap and too much water make matters worse. With the help of the barnyard animals (and some simple engineering), George uses the Renkins' water pump to clean up the mess.

4:00 PM DRAGON TALES (133) *Small Time/Roller Coaster Dragon*

"Small Time"--While waiting for their friends in Dragon Land, Max and Emmy chase their kickball into a patch of shrinking violet flowers. When the dragons arrive and spot Emmy's backpack next to the flowers, they realize what's happened -- their friends have been shrunk! But how are they ever going to find them? The kids work hard to get the dragons' attention by calling to them, flying a leaf in their direction and catapulting a dragonberry toward Ord, but nothing works. "Roller Coaster Dragon"--The kids arrive in Dragon Land just in time to ride the Roller-Coaster Dragon. But when they find out the ride is full, Wheezie has a hard time waiting for the next one. The others try to help her be patient, but all she can think about is how much she wants to ride. Just when it seems nothing will take Wheezie's mind off the roller-coaster, Emmy suggests playing her favorite game, Patty-cake. It works so well Wheezie learns that the trick to waiting is to distract yourself by doing something really fun.

4:30 PM ARTHUR (1006) *Curse of the Grebes/Arthur Changes Gears*

The Curse of the Grebes: The Elwood City Grebes haven't won the Baseball Championship since 1918. But with the addition of three players - voiced by real-life Red Sox players Johnny Damon, Mike Timlin, and Edgar Renteria! - the title is finally within reach. There's one problem - whenever Buster is at the game, the Grebes lose! Is Buster the team's curse? Or can the players convince Buster that his loyalty as a fan is more valuable to them than winning? Arthur Changes Gears: Arthur finally saves enough money to buy the bike of his dreams! But this new bike is way too nice to actually ride. What if it gets wet? Or dirty? It takes the whole gang - plus a special visit by the Ghost of Bikes Never Ridden - to convince Arthur that his treasured possession is better off being enjoyed than kept on display.

5:00 PM CYBERCHASE (307) *A Perfect Fit*

The monster *Gigabyte* returns! The bad guys bring *Gigabyte* to a remote, Mayan-style pyramid on cybersite Jimaya. The *CyberSquad* must work their way past a variety of obstacles, and block the rays of the sun before it can energize the metal monster and cause chaos!

THURSDAY, JANUARY 4

6:30 AM **BARNEY & FRIENDS (918) *Safe Home***

Barney helps his friends learn about safety with a little help from his friend, Firefighter Bill.

7:00 AM **SESAME STREET (4080) *Elmo's Fairy Godperson Grants His Wish to Be A Bird***

After seeing how much fun Big Bird is having while fluffing his feathers, Elmo wishes that he was a feathery bird, too. All of a sudden Elmo's Fairy Godperson appears, and grants him his wish! Elmo turns into a bird with wings for flapping and a beak for pecking. He can even fly and chirp like a bird! Big Bird and Elmo-Bird have a great time doing bird things together, and even go to a Birdketeer meeting. While Big Bird thinks that this is all wonderful, he's beginning to think that if Elmo-Bird is going to be a bird forever, he'll miss his furry monster friend, Elmo. Elmo also realizes that he misses being himself and wants to be Elmo again. Big Bird calls on the Fairy Godperson, who changes Elmo back into his furry monster self. Big Bird is happy to have his friend back, and Elmo is happy to be a monster again, too.

8:00 AM **CYBERCHASE (307) *A Perfect Fit***

The monster Gigabyte returns! The bad guys bring Gigabyte to a remote, Mayan-style pyramid on cybersite Jimaya. The CyberSquad must work their way past a variety of obstacles, and block the rays of the sun before it can energize the metal monster and cause chaos!

8:30 AM **CURIOUS GEORGE (105) *Curious George On Time/Curious George's Bunny Hu***

Curious George On Time - After accidentally breaking Professor Wiseman's cuckoo clock, George decides to explore the inside of the BIG library clock to see how it works. When the big clock stops working too, Mr. Reloj, the local clockmaker, comes to the rescue. With Mr. Reloj's help, George discovers how to use various tools to make the clocks tick again. *Curious George's Bunny Hunt* - In the country, George falls in love with neighbor Bill's new pet bunnies. They are so irresistible that when Bill leaves to do his paper route, George just has to pet one. But as soon as he opens the bunny hutch, they all escape. By following their footprints and careful counting, George restores order and returns the missing bunnies to their home.

9:00 AM **CLIFFORD THE BIG RED DOG (213) *Special T-Bone/Jetta's Sneak Peek***

Clifford's Big Idea: Believe in Yourself When Emily Elizabeth starts work on a project titled "What Makes Me Special," it gets all the dogs thinking about what makes them special. T-Bone isn't quite sure, but soon discovers that he has a special gift for making others feel good. *Jetta's Sneak Peek* - Clifford's Big Idea: Be Respectful Jetta can't resist reading Emily Elizabeth's journal, but soon learns that it's important to respect someone's privacy.

9:30 AM **DRAGON TALES (301) *Fly with a New Friend (Part 1 & 2)***

Part 1: Max & Emmy's new neighbor Enrique, who was born in Colombia, has just moved to the U.S. and is having a hard time adjusting to life and school in a new country. Enrique wishes for a place where everyone is as friendly as Max and Emmy. After quietly conferring, Max and Emmy invite him to the friendliest place they know - Dragon Land! Enrique is astonished to meet real live dragons and encounter all the wondrous sights, but feels left out as the group of old friends laugh about happy memories. During an adventure to bring Gilly the fish to the Dragon Land Aquarium, Enrique's new friends encourage him to share some of his stories, and they share their own experiences in new situations. Happier now, Enrique assures Gilly that he will meet many new friends in his new home. Part 2: After the group helps Gilly adjust to his new home, Enrique wishes he could make friends as easily as Gilly has. Max suggests a tour of Dragon Land, and the dragon friends are happy to show off their favorite spots. After soaring over the magical land, Wheezie says that there's one more spot to see, but as she and Zak try to dive into their Knuckerhole, they flop on flat ground, soon discovering that all the Knuckerholes seem to have vanished! Spotting one moving along the ground, the group follows it, and finds Quanita, a wizard-in-training, who accidentally summoned Knuckerholes while wishing for holes to plant tree saplings. Back at the playroom, Enrique says that making friends at school will be easier now that Max & Emmy have shown him how it's done!

10:00 AM **IT'S A BIG BIG WORLD (105) *Friend Will Bee Right Back/Learning to Fly***

My Friend Will Bee Right Back: Bob befriends a bee (Stripey), but when Stripey's swarm shows up, Bob learns from Burdette that Stripey must move on with her migrating swarm, and says goodbye - for now - to his new friend. *Learning to Fly*: Winslow decides to learn to fly, even challenging Burdette to a competition, but when he fails to fly like a bird, Winslow learns that flying like a monkey can be pretty fun too. **EDUCATIONAL OBJECTIVES**: Bees - Bee migration and biological facts. Abilities - Each type of animal has a different set of abilities, which are common to all animals of that type.

10:30 AM **JAKERS! (115) *Fir Not***

Piggley and his pals try to track down and trap a Fir Darrig, a particularly mischievous leprechaun. In the process, the kids accidentally break a window and decide to blame it on the Fir Darrig. Soon it begins to appear that the Fir Darrig is taking his revenge on them for giving him the blame - or is it just their guilty consciences? Lesson: It's always better to tell the truth.

11:00 AM CAILLOU (417) *All in a Day*

Caillou does a lot in a day, and today he wants to dress himself, only his Mommy is doing the laundry and he doesn't have any clean clothes, so Daddy and Caillou decide to play a dressing game with Daddy's old clothes. While preparing a picnic lunch with Mom, Caillou tests a bit too much of everything. He has no room left to eat the special sandwich Clementine made for him. His appetite comes back while watching squirrels storing food in their houses for the winter. Later that day, it's bath time, only Caillou doesn't like to take baths. Daddy turns bath time into playtime with a motorboat and a big bottle of bubble bath. And, when the car breaks down Caillou, Rosie and Dad have to pull over. Caillou comforts Rosie who becomes afraid when smoke comes out of the engine. Caillou is overjoyed when the tow truck arrives. Everyone rides to the garage and Caillou is in charge of holding Rosie's hand and explaining all the scary sounds.

11:30 AM BOB THE BUILDER (302) *The Crew in a Pickle*

Bob has two jobs to do: putting in concrete posts at Town Hall and digging holes for Mrs. Potts' garden statues. But it turns out the posts and statues look more alike than he thought! Bob arrives just as Dizzy cements the last post in place. Mrs. Potts comes home and Bob has some explaining to do. Can Bob and the team fix the mix-up and get themselves out of a post pickle? Bob and the can-do crew are repairing some pipe work in Farmer Pickles' field and head off to the job with Travis carrying the new pipes. Back at the yard, Wendy is looking for Pilchard everywhere, but the cat is nowhere to be found --- Pilchard was fast asleep in one of the pipes that Travis carried! Will the crew find Pilchard before she gets into a pickle herself?

2:30 PM MISTER ROGERS' NEIGHBORHOOD (1644) *Mister Rogers Talks About Art*

Mister Rogers plays with clay and then visits potter, Bill Strickland. They make a pot together at the potter's wheel. In the Neighborhood of Make-Believe, the Queen admires the King's portrait Miss Paulificate has made on the back of a jacket, and Lady Elaine uses her boomerang magic to cover all the portraits with play clay. Mister Rogers talks about how we can use all kinds of art to express how we feel.

3:00 PM BETWEEN THE LIONS (504) *Shower of Stars/Two Moons and One Lagoon*

The Lion family stays up late to watch a beautiful meteor shower, and then reads a story about a queen who wants to touch the moon. key words: stars, moon featured consonant sounds: st, n

3:30 PM CURIOUS GEORGE (104) *Buoy Wonder/Roller Monkey*

Buoy Wonder - Today is a big day for Bill. He's entering his boat in the Model Boat Show! But George discovers that the boat sinks and to keep Bills hopes for a prize afloat, he decides to build a new boat. After some trial and error, George finds out which building materials sink and which float. Roller Monkey - A monkey on roller skates seems unlikely until Mr. And Mrs. Dulson ask George to wear a pair in front of their toy store to attract customers. George's skating rolls out of control, so Hundley steps in to help. Soon George, Hundley, and even Gnocchi find themselves learning about momentum and inertia at a rapid downhill pace.

4:00 PM DRAGON TALES (134) *Up, Up and Away/Wild Time*

"Up, Up and Away"--The gang has a great time playing pop the bubbles until Ord accidentally flattens their bubble bucket. Ord and Max decide they don't need a bucket and dump Zak's entire package of bubble powder into a nearby puddle, which instantly erupts into a bubble geyser. Soon Ord is trapped inside a huge bubble floating helplessly toward the sky! The gang tries several ways to pop it, but the bubble skin is just too tough, so they tie a rope around it and pull it to the School in the Sky. "Wild Time"--The dragons are hard at work finishing their projects for the big Dragon Scale Festival, but Max has a bad case of the sillies! When his burping noises cause Zak and Wheezie's xylophone to break and he knocks the tail off Ord's dragon statue while pretending to be an airplane, he's confused by his friends' angry reactions. Why doesn't anyone want to have fun?

4:30 PM ARTHUR (1007) *Unfinished/D.W., Bossy Boots*

Unfinished: Arthur is completely riveted by a book and can't wait to see how it ends. But oh no! The last few pages are missing! Now what? Will Arthur ever find out what happens to Dr. Gustavius Boles and Caleb Trimmingham on their round-the-world balloon adventure? Or will Arthur have to make up his own ending? D.W., Bossy Boots: For D.W., there's nothing better than getting her own way - that is, until all her friends stop playing with her. Will D.W. be forever shunned at the playground - or will she figure out how to be a little nicer to her friends?

5:00 PM CYBERCHASE (402) *The Icky Factor*

Hacker launches his most dastardly and secretive scheme ever! He's building a device so dastardly, victory over Cyberspace is in his sights. His cunning contraption calls for an unusual power source -the Electric Eel of Aquari-Yum. To get the eel, Hacker traps

its guardian, cyberslug Icky, far from home. The kids and Digit must use the concept of factoring to save the day. But can they rescue Icky and stop Hacker from stealing the Electric Eel?

FRIDAY, JANUARY 5

6:30 AM **BARNEY & FRIENDS** (919) *The Road Again!*

The children have a fun day playing with and learning about cars; BJ even participates in a real car race!

7:00 AM **SESAME STREET** (4111)

La la la la, Cookie World??!!! That's right. Today Cookie Monster, not Elmo, is thinking about.... cookies! The first thing Cookie Monster does is ask Bob and a baby, "How do you eat cookie?" Next, he counts cookies and then subtracts them with some kids on the street. Then, Zoe does an amazing cookie dance. Cookie Monster still wants to know more about cookies. He decides to go right to the source and talks to a cookie. That cookie sure was crunchy and delicious! Cookie Monster even has a pet cookie, who imagines Cookie Monster eating more cookies! He likes the way that cookie thinks. Finally, he sings the "The Cookie Song", everyone says goodbye, and that's "Cookie World!"

8:00 AM **CYBERCHASE** (402) *The Icky Factor*

Hacker launches his most dastardly and secretive scheme ever! He's building a device so dastardly, victory over Cyberspace is in his sights. His cunning contraption calls for an unusual power source -the Electric Eel of Aquari-Yum. To get the eel, Hacker traps its guardian, cyberslug Icky, far from home. The kids and Digit must use the concept of factoring to save the day. But can they rescue Icky and stop Hacker from stealing the Electric Eel?

8:30 AM **CURIOUS GEORGE** (106) *Curious George Takes A Job*

Curious George Takes a Job - Following his nose, George sniffs his way to Chef Pisghetti's Ristorante where he finds Gnocchi the cat being tormented by her enormous ribbon. While the Chef is cooking up a meal to tempt a restaurant critic, George and Gnocchi experiment with kitchen magic. They learn that when cooking, not everything becomes floppy like spaghetti and some things don't really belong in the pasta pot. Curious George Takes Another Job - After George's success helping Chef Pisghetti impress the restaurant critic, the Chef suggests that George help his friend Mr. Glass wash the windows of his skyscraper-The Glass Palace. A perfect job for a little monkey! But maybe not a curious monkey because George can't help but be distracted by some amazing shadows he sees inside the windows.

9:00 AM **CLIFFORD THE BIG RED DOG** (214) *Vaz Goes Down The Tube/Cyber Puppy Problems*

Down The Tube - Clifford's Big Idea: Be Responsible Vaz gets a new satellite dish with 632 channels and begins to lose himself to the world of TV. He stops participating in activities like reading books, visiting the library and playing soccer. Eventually, Clifford and his friends help him realize that he's missing out on some very fun and important real life experiences. Cyber Puppy Problems - Clifford's Big Idea: Believe in Yourself When Mac worries that Jetta loves her mechanical toy dog more than she loves him, his friends rally around to help him get through his crisis of confidence.

9:30 AM **DRAGON TALES** (302) *Rise and Bloom/Super Snow Day*

Rise and Bloom - Max really wants to see the Bursting Blossoms bloom in Dragon Land - a spectacular, once-a-year event. This special event only happens at sunrise, and Max just can't seem to shake off his sleepiness and get himself going. Luckily, Max's friends have some strategies to help him feel more awake. When they finally arrive (fully awake) on Blossom Ridge, just in time for the sunrise, they are surprised to find that the Bursting Blossoms need some help waking up. Max springs to action using his recently learned techniques to help the flowers shake off their sleepiness, and everyone celebrates as the amazing blossoms burst with color and shower sparkly pollen all around them. Super Snow Day - It's a warm spring day, but Enrique walks into the playroom and finds Max & Emmy in their winter gear. They're going sledding on Snowy Summit in Dragon Land. Enrique has never even seen snow except for in books or on TV, so he is hesitant to try sledding. When the gang decides to go to Icicle Cave, a place only accessible by sled, Enrique decides not to go. His friends really want him to come, so they decide to help Enrique take small steps to safely overcome his fear and see how much fun snow and sledding can be. By taking it slow and facing small hills, Enrique gradually warms up to the snow. When they arrive safely at Icicle Cave, Enrique teaches them a Spanish song about hot chocolate. Everyone joins in singing as Zak and Wheezie accompany them on the icicle xylophones.

10:00 AM **IT'S A BIG BIG WORLD** (106) *Spirit/Shell*

Spirit: Smooch and Winslow become convinced, in part by Madge, that the World Tree has a Spirit. With Snook's help, they set out to find it. Shell: Bob and Winslow are surprised that the rock they found isn't a rock but the shell home of a little fellow named Rocky. At first Winslow wants a shell of his own, but he eventually learns that shells aren't right for marmosets. EDUCATIONAL OBJECTIVES: Trees -Tree biology and facts. Shells - Different creatures live in their own special places, and have different means of protection.

10:30 AM **JAKERS!** (116) *The Legend of Raloo*

Mr Hornsby's tale of ancient Irish battles inspires the kids to act out their own crusade. The game that ensues brings to light the differences in the trio's heritage. Unfortunately this puts Ferny on the opposing side because of his Spanish roots. Ferny finds it upsetting to be the enemy and begins to doubt whether Ireland is his true home. In the end, while Ferny learns that you can make anywhere in the world your home, Piggley and Dannan discover that introductions to new cultures can be an enriching experience. Lesson: There are many cultures around the world - each with its own unique and wonderful stories and legends to tell.

11:00 AM CAILLOU (418) *Celebrations*

Today is full of celebrations! It's Caillou's birthday! He is having a party with all of his friends, and he gets a very special gift that he wanted. Caillou learns about the Chinese New Year. He even tries some Chinese delicacies, but most exciting of all, he gets to see the famous dragon dance! Also, Caillou and Grandma throw Grandpa a surprise belated birthday party! Grandpa is surprised, and very happy! After seeing Bravo the magician doing some tricks at Leo's birthday party; Caillou decides that he is Caillou the Great. With magic words, Caillou makes his magic penny and Gilbert, disappear and reappear.

11:30 AM BOB THE BUILDER (303) *Rockin' and Rollin' Away*

Sleep. But the next morning, Roley - still fast asleep - begins to roll out of the yard! The team discovers that Roley is missing, and Bird arrives to warn them that he is "sleep-rolling" towards town. Will Bob, Wendy and the crew find him and guide him home before Roley flattens Bobsville? While Bob is fixing the roof he is left 'stranded' when a naughty Spud takes Bob's ladder to go look for apples. When Bob realizes the ladder has gone he tries to get the team's attention but as usual, everyone is busy. And just when Muck returns and it seems that Bob will be saved, the ladder breaks! Can the crew ever get Bob off the roof?

3:00 PM BETWEEN THE LIONS (505) *The Golden Meaty Awards*

Lionel is master of ceremonies of this first annual music awards show, featuring favorite tunes from Between the Lions and very tasty awards.

3:30 PM CURIOUS GEORGE (105) *Curious George On Time/Curious George's Bunny Hu*

Curious George On Time - After accidentally breaking Professor Wiseman's cuckoo clock, George decides to explore the inside of the BIG library clock to see how it works. When the big clock stops working too, Mr. Reloj, the local clockmaker, comes to the rescue. With Mr. Reloj's help, George discovers how to use various tools to make the clocks tick again. Curious George's Bunny Hunt - In the country, George falls in love with neighbor Bill's new pet bunnies. They are so irresistible that when Bill leaves to do his paper route, George just has to pet one. But as soon as he opens the bunny hutch, they all escape. By following their footprints and careful counting, George restores order and returns the missing bunnies to their home.

4:00 PM KIDS' PICKS ()

4:30 PM KIDS' PICKS ()

5:00 PM CYBERCHASE (502) *A Clean Sweep*

Hacker makes Buzz's dream come true and gives him his very own donut shop in Radopolis. But it's just part of Hacker's latest scheme. Working out of the donut shop, Hacker makes confetti out of magnetite, and uses it to put all the Radsters to sleep, so he can take over the cybersite. The kids must engineer a huge "confetti cleaner" to save the Radsters, but encounter problem after problem with their invention. Has the CyberSquad finally found something they cannot do? EDUCATIONAL OBJECTIVE: When you need something that doesn't exist, invent it! You can use what you know about problem solving to overcome hurdles along the way.

SUNDAY, JANUARY 7

6:30 AM MAKE WAY FOR NODDY (318) *Master Tubby's Opposite Day/Noddy and the Criss-Cr*

Master Tubby's Opposite Day - Master Tubby Bear gets tired of hearing answers that are opposite of what he wants, so he decides that he too will only give "opposite" answers. He spends the whole day saying exactly the opposite of what he means. Noddy and the Criss-cross Cups - When Noddy buys a pair of Magic Sound Cups, he accidentally swaps his voice with a bird. When Bumpy Dog snatches the cups and carries them through town, more voices get swapped!

7:00 AM BIG COMFY COUCH (712)

7:30 AM CLIFFORD'S PUPPY DAYS (110) *Clifford's Winter Spirit/Flo-Motion*

Clifford's Winter Spirit - Norville is feeling sad and lonely when it seems as though he is the only one without a tradition for celebrating the first snowfall of the year. It's up to Clifford and his friends to find a way to help Norville feel included. Flo-Motion - Flo, a super-athlete, tells her friends she'd rather play alone when she discovers she is not very good at a new Bean Bag game. Will Flo be able to put her competitiveness aside?

8:00 AM THOMAS AND FRIENDS (305) *Special Days*

Gordon needs to pull the express one more time to set a record. He is determined not to let anything stand in his way. So when he's accidentally given Henry's special coal, he doesn't stop. He hopes it'll make him go faster. Henry bravely puffs on with his ordinary coal. While Henry struggles with a clogged firebox, Gordon puffs across the island. Eventually Gordon's conscience gets the better of him and, just as he's about to finish his journey, he stops and puffs back to Henry. Gordon and Henry swap coal tenders. Gordon is very sorry to have taken Henry's coal, while Henry is sorry that Gordon couldn't set his record. Thomas is taking some holidaymakers on a sightseeing trip around the Island of Sodor. Gordon sniffs that he would be much faster, so Thomas sets out to prove that he's wrong. He races from location to location so fast that he leaves holidaymakers behind at each place! Bertie the bus sees what is happening and chases after Thomas, collecting the stranded passengers as he goes. When Thomas realizes what he's done he takes the holidaymakers to the seaside and stays there - it's much better to see one place properly, than to see lots in a hurry!

8:30 AM BOB THE BUILDER (407) *Spud Causes Trouble*

Bob is busy erecting tents for Mr. Bentley's five newcomers to Sunflower Valley. When Mr. Bentley goes to pick up the guests, he leaves his phone with Spud who promptly declares himself, Bentley's Assistant. A bad telephone connection along with Spud's over-eager attitude leads to a misunderstanding that results in Spud managing the sleeping accommodations for forty-five guests. Will there be enough beds for the new guests or has Spud caused unnecessary panic again? The team is hard at work converting Mr. Sabatini's windmill into a cafe but Roley's job is proving to be more difficult than it looks. Disaster strikes when Roley tries to move around some troublesome molehills and accidentally flattens all the tables and chairs for the new cafe! Will Mr. Sabatini's cafe be able to open in time or has the Can-Do Crew found a problem they just can't fix?

9:00 AM FRANNY'S FEET (110) *Say Jamaica/Pink Flamingos*

PL A) Franny whirls and twirls to Jamaica, where she meets Johnny, a boy who has a new camera. Johnny wants to take pictures of exciting things for his album, but he thinks that Jamaica is boring. Franny, with the help of a parrot, helps him see his island home through new eyes. In Franny's Treasures, Franny and Bobby ask the audience for help in counting mangos for a beach party. B) Franny travels to the Bahamas, where she meets Tippy, a young flamingo who is learning to fly. First, Tippy practices standing on one leg, but she is so nervous and self-conscious she keeps falling down. The more she falls, the more nervous and discouraged she gets. When Tippy and Franny play follow the leader with some other flamingos, Tippy has so much fun, she loses her fear, stands on one leg, and flies like a champ. In Franny's Treasures, Franny and Bobby help the audience learn about what and how flamingos eat, and why they stand on one leg.

9:30 AM POSTCARDS FOR BUSTER (121) *Buster's League of Champions (Virginia Beach, Virginia)*

Disappointed with the last Bionic Bunny movie, Buster decides it his duty as a devoted B.B. fan to send a video to the movie's producers with suggestions for the next sequel. He enlists the help of kids who live in Trailer City to create their own action-adventure superheroes in Buster's "Postcard to the Producers."

10:00 AM ARTHUR (130) *Arthur's First Sleepover/Arthur's New Year's Eve*

This animated series is based on Marc Brown's best-selling books about Arthur Read, an eight-year-old aardvark, his sister D.W., and their family and friends. In "Arthur's First Sleepover," the boys feel a bit uneasy being outside in the dark, due to the recent reports of UFO sightings. Arthur has a hard time staying up to find out what really happens at midnight, on "Arthur's New Year's Eve."

10:30 AM MAYA AND MIGUEL (108) *Teacher's Pet*

When Paco stops speaking, Maya and Santiago take him to the vet, who tells them that the poor parrot is simply lonely staying at home all day. Maya solves the problem by taking Paco to school with her. But when Paco gives wrong answers in front of the class, accidentally insults kids in the hall, and eventually flies off somewhere in the school, Maya has a lot of problems to solve all at once.

11:00 AM CYBERCHASE (115) *Find Those Gleamers!*

(topic: Algebraic Variables) - The Hacker challenges Jackie, Matt and Inez to a contest on cyber-wide television! In order to prove to all of Cyberspace that Hacker's not as powerful or smart as he seems -the kids return to Topsy-Turvy Island on the Northern Frontier for the contest. Their mission is to power up a Mini-Wreaker using cyber-fireflies of varying power before the island turns inside out at sunset. The kids must use algebraic equations to determine how many Gleamers - and how much power - they'll need. The Big Idea: When you use a letter to stand in for a number that repeats or changes in a problem, you can simplify the arithmetic and make the problem easier to solve.

MONDAY, JANUARY 8

6:30 AM **BARNEY & FRIENDS (920)** *Friends, The Doctor and Dentist*

Barney and the children discover the importance of healthy habits like brushing teeth, getting check-ups, exercising and eating healthy foods.

7:00 AM **SESAME STREET (4082)** *Big Bad Wolf Huffs and Puffs When He Loses*

Big Bad Wolf huffs and puffs every time he loses a game! First, Big Bad is so upset after losing a game of chess to Alan that he huffs and puffs and blows the game away. Big Bad tries to regain control and apologizes to Alan, telling him that when he is really disappointed, he has to huff and puff. Then, after striking out in a baseball game with Elmo, Gordon, and Zoe, Big Bad huffs and puffs and blows them away. Gordon explains that it's only a game, and Elmo also tries to comfort Big Bad by telling him that Elmo strikes out all the time, too. Next, Big Bad even huffs and puffs and blows Big Bird and Radar away after losing a guessing game. Finally, Elmo, Zoe, and Big Bird, adamantly refuse to allow Big Bad to play basketball with them. They all tell him that they don't like being huffed and puffed. Then, they sing a song called "You Can't Win 'Em All" to show Big Bad that the fun is in the game and that nobody can win all the time. Alan tells Big Bad that it's okay to feel disappointed when losing, but it's not okay to huff and puff, which ruins everyone's fun. Big Bad understands and says that next time, even if he is disappointed after losing, he will try not to huff and puff.

8:00 AM **CYBERCHASE (502)** *A Clean Sweep*

Hacker makes Buzz's dream come true and gives him his very own donut shop in Radopolis. But it's just part of Hacker's latest scheme. Working out of the donut shop, Hacker makes confetti out of magnetite, and uses it to put all the Radsters to sleep, so he can take over the cybersite. The kids must engineer a huge "confetti cleaner" to save the Radsters, but encounter problem after problem with their invention. Has the CyberSquad finally found something they cannot do? EDUCATIONAL OBJECTIVE: When you need something that doesn't exist, invent it! You can use what you know about problem solving to overcome hurdles along the way.

8:30 AM **CURIOUS GEORGE (108)** *Curious George and the Invisible Sound/Curious Geo*

Curious George and the Invisible Sound - While trying to record different animal sounds in the country, George discovers some amazing things about the dynamics of sound: the closer he gets, the louder the sound; the further away he is, the quieter the sound. Then he discovers one he's never heard before. He follows the direction of the sound throughout the house until he finds... a cricket?! How can something so small make such a big noise? Curious George, A Peeling Monkey - George really can't wait to see what's inside Professor Wiseman's birthday present. Because he's a good little monkey, he leaves the present in one piece, but he distracts himself by "unwrapping" everything else around him. George learns that lots of things have covers, and for many different reasons. Even the bathroom walls are covered with wallpaper! But not for long...

9:00 AM **CLIFFORD THE BIG RED DOG (216)** *Who Moved My Bone/Clifford The Pirate King*

Who Moved My Bone - Clifford's Big Idea: Be A Good Friend When Cleo accuses T-Bone of trying to steal her bone, Clifford gets caught in the middle of his two feuding friends. His efforts finally pay off when Cleo and T-Bone realize that their friendship is worth more than a silly old bone. Clifford the Pirate King - Clifford's Big Idea: Work Together After reading the book Treasure Island in school, the kids decide to throw a "Treasure Island" theme party. Clifford helps them prepare for the festivities on Charley's houseboat. But once the party begins, they discover Clifford is too big for the boat. The kids choose to relocate the party rather than let Clifford feel left out.

9:30 AM **DRAGON TALES (304)** *Sky Soccer/Making It Fun*

Sky Soccer - Today is the day for the Sky Soccer team tryouts in Dragon Land! Ord really wants to be on the team, but he's never played before. As Ord attempts the drills, he repeatedly misses the ball and uses the wrong parts of his body to touch the ball. Ord decides that sky soccer is just too hard. His friends convince him not to give up by sharing advice on taking things slowly, remembering which parts of his body to use, and saying the phrase, "If at first you don't succeed, try, try again!" When Ord returns for the second half of the tryouts, he shows tremendous improvement. Even though he does not make the team, the coach congratulates Ord on his progress and encourages him to keep practicing for next time. Making It Fun - The children are summoned to Dragon Land when Cassie, Ord, and Eunice the unicorn need their help. The Junior Unicorn Race is today, and Eunice needs the gang to paint the winding path so that the little unicorns do not get lost on their way. Zak and Wheezie join the group, who enthusiastically starts painting the path. Once they have painted for a while, they realize just how long the path is and become discouraged. Knowing that the tiny unicorns will get lost without a path, the gang comes up with clever ways to make their work go faster such as taking "fun breaks," painting with more colors, singing songs, and racing. They finish just in time to watch the unicorns take off for their race!

10:00 AM **IT'S A BIG BIG WORLD (108)** *Dancing/King of the Tree*

Dancing: Snook is scheduled to escort Madge to a family gathering, but he keeps falling asleep. Smooch, Winslow and Bob band together to help and with a little dancing, get him up and going again. King of the Tree: It's very rainy in the World Tree and Ick convinces Bob that the tree will flood and Ick will become king. With the help of some scientific measurements, Snook dispels Bob's fears and Ick learns he won't be king after all. EDUCATIONAL OBJECTIVES: Turtles -The migratory and social habits of turtles. Weather - We can observe changes in the weather, and these changes have impacts on animals and plants.

10:30 AM JAKERS! (117) *Sheep on the Loose*

When Piggley is put in charge of the sheep, his overly enthusiastic approach makes the sheep disgruntled-and causes Wiley to run away. Piggley must then use his ingenuity and understanding to bring his sheep home. Through the process, he learns much about how to do a job well, and gains new respect from his father. Lesson: Learning something new is never easy and it's okay to make mistakes. That's the way you learn.

11:00 AM CAILLOU (419) *Games to Play*

Finding fun ways to play is the theme today. Caillou, Clementine, and Leo are disappointed because they can't go to the zoo. They cheer up after Caillou's Mommy and Daddy help them pretend to be animals themselves. Also today, Caillou, Rosie, and Julie (their babysitter) go on a scavenger hunt and decide to make a surprise craft for Mommy and Daddy with the cool stuff they found. Caillou's big friend Andre has come to visit. Andre is a soccer player and Caillou wants to play too... Only Caillou isn't very good at kicking the ball. He wants to give up, but Andre and Dad encourage him and eventually he makes the biggest kick of the day. Then, when Caillou's kite- flying plans are defeated by rain, he creates a pirate ship in his living room.

11:30 AM BOB THE BUILDER (304) *Storms, Soccer and Surprises*

Bob has entered a competition to see who has the best looking building yard and must get everything in order before the judges arrive. Meanwhile, Wendy is transforming an overgrown field into a soccer field! The team can't wait to play soccer, but will a few bad kicks ruin the soccer field? Will Bob's Building Yard win first prize in the contest? A heavy storm causes a lot of damage, bringing down trees, telephone poles and fences. Bob's in great demand but he can't be in two places at once. There are roads to clear, building to be done and animals to rescue, so Bob calls in his number one digger, Scoop. Will Scoop be able to get Bobsville up and running after the storm?

2:30 PM READING RAINBOW (1504)

Beegu, a small space creature finds no welcome on Earth until she meets some children on a play ground.

3:00 PM BETWEEN THE LIONS (506) *Click, Clack, Moo/The Little Red Hen*

Farm animals have a lot to teach Lionel and Leona about the power of writing, and the value of helping. key words: cows, hen featured consonant sounds: c, h

3:30 PM CURIOUS GEORGE (106) *Curious George Takes A Job*

George Takes a Job - Following his nose, George sniffs his way to Chef Pisghetti's Ristorante where he finds Gnocchi the cat being tormented by her enormous ribbon. While the Chef is cooking up a meal to tempt a restaurant critic, George and Gnocchi experiment with kitchen magic. They learn that when cooking, not everything becomes floppy like spaghetti and some things don't really belong in the pasta pot. Curious George Takes Another Job - After George's success helping Chef Pisghetti impress the restaurant critic, the Chef suggests that George help his friend Mr. Glass wash the windows of his skyscraper-The Glass Palace. A perfect job for a little monkey! But maybe not a curious monkey because George can't help but be distracted by some amazing shadows he sees inside the windows.

4:00 PM DRAGON TALES (302) *Rise and Bloom/Super Snow Day*

Max really wants to see the Bursting Blossoms bloom in Dragon Land - a spectacular, once-a-year event. This special event only happens at sunrise, and Max just can't seem to shake off his sleepiness and get himself going. Luckily, Max's friends have some strategies to help him feel more awake. When they finally arrive (fully awake) on Blossom Ridge, just in time for the sunrise, they are surprised to find that the Bursting Blossoms need some help waking up. Max springs to action using his recently learned techniques to help the flowers shake off their sleepiness, and everyone celebrates as the amazing blossoms burst with color and shower sparkly pollen all around them. Super Snow Day - It's a warm spring day, but Enrique walks into the playroom and finds Max & Emmy in their winter gear. They're going sledding on Snowy Summit in Dragon Land. Enrique has never even seen snow except for in books or on TV, so he is hesitant to try sledding. When the gang decides to go to Icicle Cave, a place only accessible by sled, Enrique decides not to go. His friends really want him to come, so they decide to help Enrique take small steps to safely overcome his fear and see how much fun snow and sledding can be. By taking it slow and facing small hills, Enrique gradually warms up to the snow. When they arrive safely at Icicle Cave, Enrique teaches them a Spanish song about hot chocolate. Everyone joins in singing as Zak and Wheezie accompany them on the icicle xylophones.

4:30 PM ARTHUR (1009) *You Speak George?/World Girls*

Do You Speak George?: Everyone at school is suddenly speaking their own made-up language. Whether it's the girls' secret code "Oola" or the boys' lingo "Arster-Buther," George can't make sense of what anyone is saying. Is creating his own language the answer? Or can he convince the kids to put their differences aside and start communicating again? World Girls: It's the grand opening of World Girl World, which sells dolls from every country; and every girl in Elwood City is thrilled! But the trip there is less than ideal - Francine doesn't want to buy anything, Muffy wants to buy everything, and Sue Ellen is crushed to learn that her favorite doll was discontinued. But maybe with some creativity, the friends can work together and find a fun solution to their respective dilemmas.

5:00 PM CYBERCHASE (501) *Halloween Howl*

The CyberSquad must "divide and conquer" in order to rescue the Mayor from Hacker's clutches and save Castleblanca's big Halloween Howl party, which all the little monsters are looking forward to.

TUESDAY, JANUARY 9

6:30 AM **BARNEY & FRIENDS (1001)** *Welcome, Cousin Riff and Special Skills*

Welcome, Cousin Riff: Barney has a tee-RIFF-ic surprise for BJ and Baby Bop! Their cousin Riff is moving to town. Riff surprises everyone with his awesome musical abilities and super-fun personality! Everyone is very excited that Riff will be in town for good! Special Skills: Barney suggests that BJ and Baby Bop put on a special show so Riff can see how much fun they have at the park! Riff is a little shy--he's never performed in a show before. Barney encourages Riff to participate, and Riff does what he knows best--he makes music! Riff and the show are big hits!

7:00 AM **SESAME STREET (4112)**

Gabi and Miles are graduating from High School. Elmo can't believe that they are finished with school and he hasn't even started. Gabi and Miles remember their very first day of school and tell Elmo all about it. They were so excited to learn new things and to have fun. Their classroom was an amazing place with books, toys, and blocks. There was also a cupboard full of art supplies. They sang the alphabet song and drew pictures of things they loved. They also both wanted to play with a fire truck at the same time. This taught them about sharing and how it is an important part of being in school. They shared their first day and now they will be sharing graduation. Elmo can't wait to start school and graduate, too!

8:00 AM **CYBERCHASE (501)** *The Halloween Howl*

The CyberSquad must "divide and conquer" in order to rescue the Mayor from Hacker's clutches and save Castleblanca's big Halloween Howl party, which all the little monsters are looking forward to.

8:30 AM **CURIOUS GEORGE (109)** *Curious George, Dog Counter/Squirrel for a Day*

Curious George, Dog Counter - It's Dog Show Day! George and Professor Wiseman spend the day with all kinds of different dogs: big, small, hairy... and hungry. With the help of his sandwich, George tempts the winning dogs to follow him home to show The Man with the Yellow Hat. Once there, George can't keep track of all the dogs, so he and a worried Hundley come up with creative ways to sort and count the dogs in the apartment. Squirrel For a Day - When Bill shows George how Jumpy Squirrel stores his food in the ground, George decides this is a pretty good idea and tries to store all the food in the country house in the ground too. The Man with the Yellow Hat rescues their supplies and tries to explain that they should only put things in the ground if they want them to grow. That sounds like another great plan. George tries to see what else might grow--will car keys grow into a car? Will a rubber band grow into an inner tube?

9:00 AM **CLIFFORD THE BIG RED DOG (217)** *Clifford's Cookie Craving/Jetta's Friend*

Clifford's Cookie Craving - Clifford's Big Idea: Be a Good Friend Mr. Bleakman bakes a giant cookie for the Birdwell Fair, then leaves it unattended. Clifford gets one whiff of it and, try as he might, simply can't resist the temptation to taste it. Mr. Bleakman forgives the Big Dog when he realizes that everyone makes mistakes -including the mistake of leaving too big of a temptation in front of a child. Jetta's Friend - Clifford's Big Idea: Be a Good Friend When her pen pal visits the island, nothing goes as Jetta planned, but to her own surprise, she has fun anyway!

9:30 AM **DRAGON TALES (305)** *Itching for a Cure/The Big Race*

Itching for a Cure - Emmy, Max, Enrique and their dragon friends are building a giant card house. While they're balancing cards, the ground begins to tremble and the cards come crashing down! They set out to investigate the source of the rumbling tremors and find their giant friend Mungus rolling around on the ground. He has a terrible itch that just won't go away! The gang brings Mungus to Dr. Booboogone for help, and she sends them on a quest for special ingredients to make "Itch Be Gone" cream. They face some challenges in collecting the ingredients, but knowing how much Mungus needs their help encourages them to not give up. Mungus is extremely grateful for his friends' help, and he shows his appreciation by helping the gang build another, even bigger, card house. The Big Race - It is the day of the Big Dragon Land Road Race. Teammates Lorca and Enrique get off to a great start on Lorca's modified wheelchair, but soon find themselves at a standstill when they can't work together. After getting advice from Quetzal, they realize that being a team means working together. They begin to pass their friends who are also having trouble cooperating and offer helpful teamwork suggestions for them. Enrique teaches a Spanish rhyme to Cassie and Emmy to help them pedal together, which comes in handy again when the entire gang ends up in a pile-up that entangles their go-carts. Stuck together, they head comically toward the finish line in a long train reciting the rhyme to keep in sync. Even though the team doesn't win the race, they learn a valuable lesson about cooperation and teamwork!

10:00 AM **IT'S A BIG BIG WORLD (124)** *Out of Water/Burdette's Nest*

Fish Out Of Water: While out looking for ants, Bob comes across a rock with an image on it that looks like Ick. Afraid that Ick is stuck in the rock, he hurries off to ask for help. Snook and Madge tell the worried Bob that the rock he found is a fossil and explain how fossils form. EDUCATIONAL NOTES: Fossils - Fossils are the impressions or images in stone of animals that lived

long ago. Burdette's Nest: There is a hole in Burdette's nest so she thinks she may need to move. Smooch and Snook try to help by patching the hole with mud, but when this doesn't work they consult Madge who teaches them that there are many different types of materials that birds use to make nests. They remind Burdette that she is the expert in what type of nest is best for her, and the three friends fix the hole together. EDUCATIONAL NOTES: Nests - Different birds build different types of nests that are suited for their needs.

10:30 AM JAKERS! (118) *Milk Melodrama*

When Piggley overhears his dad is worried about the farm's poor milk sales, he launches a creative campaign to improve business. Dad is impressed and touched by Piggley's generosity of spirit, and Piggley learns what a wonderful experience it is to help others when there is nothing in it for yourself. Lesson: It feels good to help others with no thought of a reward for yourself.

11:00 AM CAILLOU (420) *Grown-Ups and Me*

Caillou meets a lot of new people today. He's invited to spend the day with Clementine's family and is nervous until he discovers her family is a lot like his. Caillou's first day at day care is scary until he meets his teacher Miss Martin, and makes two new friends, Leo and Clementine. He has so much fun that when his Mommy comes to pick him up, Caillou doesn't want to go home! On another day, Grandma and Caillou visit her friends in the Seniors' Home and Rover goes with them. Caillou meets a lot of Grandma's friends and tries to keep Rover out of trouble.

11:30 AM BOB THE BUILDER (305) *Buildings and Birthdays*

It's Bob's birthday and Wendy has an idea: the can-do crew will pretend that they've forgotten Bob's birthday but then surprise him later with a big party. Bob is very disappointed when he thinks no one has remembered and goes off to repair Farmer Pickles' stable wall. Meanwhile, the team decorates the yard and fills it with presents. Will Bob make it back to the yard for his birthday surprise? Bob and the crew are collecting the town's junk for recycling. But in a mix-up, Bob and team arrive to collect the junk, scooping up everything, including Farmer Pickles' special tea set. The team races to stop Bob from recycling it! Can they get to Bob in time, or will Farmer Pickles' family treasure be gone by the time they arrive?

2:30 PM MR. ROGERS NEIGHBORHOOD (1532) *Opera: A Granddad for Daniel*

Jazz violinist John Blake and his son play music in Negri's Music Shop. In the Neighborhood of Make-Believe, everyone prepares for Collette's visit to Grandpere and Daniel Tiger longs for a granddad of his own.

3:00 PM BETWEEN THE LIONS (502) *Carrot Seed/The Empty Pot*

A seed that's planted and watered usually sprouts if you're patient, but what happens when the flower seed you plant for the Emperor doesn't grow? key word: seed featured consonant sounds: s, d

3:30 PM CURIOUS GEORGE (108) *Curious George and the Invisible Sound/Curious Geo*

Curious George and the Invisible Sound - While trying to record different animal sounds in the country, George discovers some amazing things about the dynamics of sound: the closer he gets, the louder the sound; the further away he is, the quieter the sound. Then he discovers one he's never heard before. He follows the direction of the sound throughout the house until he finds... a cricket?! How can something so small make such a big noise? Curious George, A Peeling Monkey - George really can't wait to see what's inside Professor Wiseman's birthday present. Because he's a good little monkey, he leaves the present in one piece, but he distracts himself by "unwrapping" everything else around him. George learns that lots of things have covers, and for many different reasons. Even the bathroom walls are covered with wallpaper! But not for long...

4:00 PM DRAGON TALES (304) *Sky Soccer/Making It Fun*

Sky Soccer - Today is the day for the Sky Soccer team tryouts in Dragon Land! Ord really wants to be on the team, but he's never played before. As Ord attempts the drills, he repeatedly misses the ball and uses the wrong parts of his body to touch the ball. Ord decides that sky soccer is just too hard. His friends convince him not to give up by sharing advice on taking things slowly, remembering which parts of his body to use, and saying the phrase, "If at first you don't succeed, try, try again!" When Ord returns for the second half of the tryouts, he shows tremendous improvement. Even though he does not make the team, the coach congratulates Ord on his progress and encourages him to keep practicing for next time. Making It Fun - The children are summoned to Dragon Land when Cassie, Ord, and Eunice the unicorn need their help. The Junior Unicorn Race is today, and Eunice needs the gang to paint the winding path so that the little unicorns do not get lost on their way. Zak and Wheezie join the group, who enthusiastically starts painting the path. Once they have painted for a while, they realize just how long the path is and become discouraged. Knowing that the tiny unicorns will get lost without a path, the gang comes up with clever ways to make their work go faster such as taking "fun breaks," painting with more colors, singing songs, and racing. They finish just in time to watch the unicorns take off for their race!

4:30 PM ARTHUR (501) *Arthur and the Big Riddle/Double Dare*

"Arthur and the Big Riddle" Alex Trebek lends his voice as Alex Lebek -- host of the cool new game show, RiddleQuest -- in this episode that poses the age-old riddle "is winning really everything?" "Double Dare" What if your friends dared you to skip homework -- and then double dared you to skip school?! Find out what happens when Arthur's wish to play hooky becomes a group pact and the plan goes not quite as expected.

5:00 PM CYBERCHASE (116) *Codename: Icky*

(topic: Codes) - In the watery depths of cybersite Aquari-yum, the kids and Hacker go in search of a giant cyber-slug, who feeds on pure energy. The kids and Digit travel underwater in two separate vessels, but Hacker has a listening device that taps into their communications system, allowing him to overhear their plans - and track every move they make. The kids outsmart Hacker by devising a series of codes so they can send messages back and forth in secret -even though Hacker can hear what they're saying. But unless the kids can reach the slug first, Hacker will use the slug to attack Motherboard's circuitry and disable her once and for all! The Big Idea: You can use a code (a communication system that substitutes one thing for another) to send top-secret messages as long as your code has an adjustable rule that can be reversed to read the message.

WEDNESDAY, JANUARY 10

6:30 AM **BARNEY & FRIENDS** (1002) *Airplanes and Boats*

Airplanes: BJ brings his brand new toy plane to the park. Riff borrows the plane while BJ is off playing. Unfortunately, curiosity gets the best of Riff and he ends up taking the plane apart to see how it works. Luckily, BJ isn't mad when he finds out. Instead, he shows Riff how to put the plane back together again. **Boats:** Baby Bop is having a great time playing with her homemade boat. However, what she really wants is to ride in a big boat. Barney takes her to look at boats on the computer while BJ and Riff work on a big surprise for her. When Barney and Baby Bop return to the playground, they discover that BJ and Riff have built a sailing ship on the play set for Baby Bop!

7:00 AM **SESAME STREET** (4113)

No one can believe their eyes but Herb, the plant eating dinosaur, has come to Sesame Street. He is the only dinosaur left except, of course, for his cousin Shirley. While on Sesame Street, he meets so many new people and learns something new from each and every one of them. He learns about healthy salads from Alan, how to take turns from Zoe and Rosita, and that the alphabet is actually letters from Big Bird, Elmo and the birdketeers. Then Herb gets to do something that he has never done before, but has always wanted to. He gets to play with a worm! Overall, Herb's experience teaches him the most important lesson- you're never too old to learn!

8:00 AM **CYBERCHASE** (116) *Codename: Icky*

(topic: Codes) - In the watery depths of cybersite Aquari-yum, the kids and Hacker go in search of a giant cyber-slug, who feeds on pure energy. The kids and Digit travel underwater in two separate vessels, but Hacker has a listening device that taps into their communications system, allowing him to overhear their plans - and track every move they make. The kids outsmart Hacker by devising a series of codes so they can send messages back and forth in secret -even though Hacker can hear what they're saying. But unless the kids can reach the slug first, Hacker will use the slug to attack Motherboard's circuitry and disable her once and for all! **The Big Idea:** You can use a code (a communication system that substitutes one thing for another) to send top-secret messages as long as your code has an adjustable rule that can be reversed to read the message.

8:30 AM **CURIOUS GEORGE** (105) *Curious George On Time/Curious George's Bunny Hu*

Curious George On Time - After accidentally breaking Professor Wiseman's cuckoo clock, George decides to explore the inside of the BIG library clock to see how it works. When the big clock stops working too, Mr. Reloj, the local clockmaker, comes to the rescue. With Mr. Reloj's help, George discovers how to use various tools to make the clocks tick again. **Curious George's Bunny Hunt** - In the country, George falls in love with neighbor Bill's new pet bunnies. They are so irresistible that when Bill leaves to do his paper route, George just has to pet one. But as soon as he opens the bunny hutch, they all escape. By following their footprints and careful counting, George restores order and returns the missing bunnies to their home.

9:00 AM **CLIFFORD THE BIG RED DOG** (213) *Special T-Bone/Jetta's Sneak Peek*

Special T-Bone - Clifford's Big Idea: Believe in Yourself When Emily Elizabeth starts work on a project titled "What Makes Me Special," it gets all the dogs thinking about what makes them special. T-Bone isn't quite sure, but soon discovers that he has a special gift for making others feel good. **Jetta's Sneak Peek** - Clifford's Big Idea: Be Respectful Jetta can't resist reading Emily Elizabeth's journal, but soon learns that it's important to respect someone's privacy.

9:30 AM **DRAGON TALES** (301) *Fly with a New Friend (Part 1 & 2)*

Part 1: Max & Emmy's new neighbor Enrique, who was born in Colombia, has just moved to the U.S. and is having a hard time adjusting to life and school in a new country. Enrique wishes for a place where everyone is as friendly as Max and Emmy. After quietly conferring, Max and Emmy invite him to the friendliest place they know - Dragon Land! Enrique is astonished to meet real live dragons and encounter all the wondrous sights, but feels left out as the group of old friends laugh about happy memories. During an adventure to bring Gilly the fish to the Dragon Land Aquarium, Enrique's new friends encourage him to share some of his stories, and they share their own experiences in new situations. Happier now, Enrique assures Gilly that he will meet many new friends in his new home. **Part 2:** After the group helps Gilly adjust to his new home, Enrique wishes he could make friends as easily as Gilly has. Max suggests a tour of Dragon Land, and the dragon friends are happy to show off their favorite spots. After soaring over the magical land, Wheezie says that there's one more spot to see, but as she and Zak try to dive into their Knuckerhole, they flop on flat ground, soon discovering that all the Knuckerholes seem to have vanished! Spotting one moving along the ground, the group follows it, and finds Quanita, a wizard-in-training, who accidentally summoned Knuckerholes while wishing for holes to plant tree saplings. Back at the playroom, Enrique says that making friends at school will be easier now that Max & Emmy have shown him how it's done!

10:00 AM **IT'S A BIG BIG WORLD** (105) *My Friend Will Bee Right Back/Learning to Fly*

My Friend Will Bee Right Back: Bob befriends a bee (Stripey), but when Stripey's swarm shows up, Bob learns from Burdette that Stripey must move on with her migrating swarm, and says goodbye - for now -to his new friend. **Learning to Fly:** Winslow decides to learn to fly, even challenging Burdette to a competition, but when he fails to fly like a bird, Winslow learns that flying like a monkey can be pretty fun too. **EDUCATIONAL OBJECTIVES:** Bees - Bee migration and biological facts. Abilities - Each type of animal has a different set of abilities, which are common to all animals of that type.

10:30 AM JAKERS (119) *No Girls Allowed*

When Piggley and Ferny join a "boys only" storytelling club, Dannan is upset that she is excluded because she is 'different', but her friends soon realize that life is much more fun when she's around. Lesson: Leaving someone out of your game just because they are different than you is unfair.

11:00 AM CAILLOU (421) *Try, Try Again*

Caillou, Grandpa and Dad go for a special hike in the woods. Caillou has to catch a falling leaf before it touches the ground. After a while he gets frustrated but Grandpa tells him to try and try again, that is the only way. And it pays off! Caillou gets frustrated while learning to tie his shoes, but by watching Rosie he learns you can succeed if you keep trying. Also today, Caillou goes to the swimming pool where Daddy teaches Caillou how to swim. After a few lessons, Caillou gets better and better and soon he can swim on his own. Then, Caillou discovers baseball for the first time. He wants to play and patiently Dad works at teaching him. Caillou is all ready to throw in the towel as each toss passes him by, but when he sees Sarah and Billy really doing it he gets an opportunity to practice what he's learned. A few more lessons and Caillou is on his way to becoming a neighbourhood baseball player.

11:30 AM BOB THE BUILDER (306) *Hedgehogs and Highjinks*

Spud decides being a scarecrow is too much hard work - he wants a different job. Finding Bob's toolbox lying in the road, he is inspired to become a builder. He persuades Lofty to be his assistant and they head off to fix the barn roof. Will a gust of wind knock some sense into Spud and convince him that he's much better off being a scarecrow than a builder? Bob and crew are working on the road near Farmer Pickles' field. Just as Roley is about to flatten some loose chippings, Bob spots some unexpected traffic on the road - a family of hedgehogs! Luckily Bob and Scoop manage to get Roley's attention before disaster strikes. Bob and the team decide that the hedgehogs need an underground way to cross the road. Can they find a way to keep the hedgehogs safe?

2:30 PM READING RAINBOW (1501) *Visiting Day*

A young girl and her grandmother make the long bus trip every month to visit the girl's father in prison.

3:00 PM BETWEEN THE LIONS (508) *Tasty Piece of Cheese/The Lion and the Mouse*

A taste for cheese leads a fox to trick a crow, and lands a mouse in the paws of a hungry lion. key words: cheese, little featured consonant sounds: ch, l

3:30 PM CURIOUS GEORGE (109) *Curious George, Dog Counter/Squirrel for a Day*

Curious George, Dog Counter - It's Dog Show Day! George and Professor Wiseman spend the day with all kinds of different dogs: big, small, hairy... and hungry. With the help of his sandwich, George tempts the winning dogs to follow him home to show The Man with the Yellow Hat. Once there, George can't keep track of all the dogs, so he and a worried Hundley come up with creative ways to sort and count the dogs in the apartment. Squirrel For a Day - When Bill shows George how Jumpy Squirrel stores his food in the ground, George decides this is a pretty good idea and tries to store all the food in the country house in the ground too. The Man with the Yellow Hat rescues their supplies and tries to explain that they should only put things in the ground if they want them to grow. That sounds like another great plan. George tries to see what else might grow-will car keys grow into a car? Will a rubber band grow into an inner tube?

4:00 PM DRAGON TALES (305) *Itching for a Cure/The Big Race*

Itching for a Cure - Emmy, Max, Enrique and their dragon friends are building a giant card house. While they're balancing cards, the ground begins to tremble and the cards come crashing down! They set out to investigate the source of the rumbling tremors and find their giant friend Mungus rolling around on the ground. He has a terrible itch that just won't go away! The gang brings Mungus to Dr. Booboogone for help, and she sends them on a quest for special ingredients to make "Itch Be Gone" cream. They face some challenges in collecting the ingredients, but knowing how much Mungus needs their help encourages them to not give up. Mungus is extremely grateful for his friends' help, and he shows his appreciation by helping the gang build another, even bigger, card house. The Big Race - It is the day of the Big Dragon Land Road Race. Teammates Lorca and Enrique get off to a great start on Lorca's modified wheelchair, but soon find themselves at a standstill when they can't work together. After getting advice from Quetzal, they realize that being a team means working together. They begin to pass their friends who are also having trouble cooperating and offer helpful teamwork suggestions for them. Enrique teaches a Spanish rhyme to Cassie and Emmy to help them pedal together, which comes in handy again when the entire gang ends up in a pile-up that entangles their go-carts. Stuck

together, they head comically toward the finish line in a long train reciting the rhyme to keep in sync. Even though the team doesn't win the race, they learn a valuable lesson about cooperation and teamwork!

4:30 PM ARTHUR (502) *Are from Earth, Parents Are from Pluto/Nerves*

"Kids Are From Earth, Parents Are From Pluto"--Francine's dad falling asleep in class? Arthur's dad telling food jokes in the cafeteria? Is it a bad dream? No, it's Lakewood Elementary Parents Open House! How will the kids survive a whole evening of their parents' embarrassing antics? "Nerves of Steel"--Buster can't cope with being the only kid in Elwood City who doesn't have a Cybertoy, so he decides to take matters in his own hands by borrowing one from the store. But Buster gets caught -- by his guilty conscience.

5:00 PM CYBERCHASE (202) *Totally Rad*

The dastardly Hacker (Christopher Lloyd) takes over the Radopolis cybersite, declaring himself King in "Totally Rad," the season premiere of CYBERCHASE. In an effort to dethrone him, the kids challenge the Hacker's extreme team to a winner-take-all skate-off. There's just one catch: high-scoring tricks need as much area as possible and the field keeps mysteriously changing! With Digit (Gilbert Gottfried) as coach, the kids put on a dazzling display of blading, boarding, and biking, but can they match their performance to the changing arena? The Big Idea: Different shapes bounded by the same perimeter can enclose very different areas. Math Topic: Perimeter/Area.

THURSDAY, JANUARY 11

6:30 AM **BARNEY & FRIENDS (1003) *Butterflies and Bugs***

Butterflies: Baby Bop is sad because she lost her pet caterpillar, Monty. Barney and the others try to help her find it. Baby Bop is surprised to discover Monty inside a chrysalis. Everyone is excited to find Monty - now a beautiful butterfly! **Bugs:** Barney and Baby Bop are thrilled when BJ sets up a bug zoo in the caboose but Riff isn't so sure he wants to be around bugs. When the park is magically transformed into an amphitheatre with insects performing, Riff discovers that bugs don't bug him after all.

7:00 AM **SESAME STREET (4104) *Donald Grump Looks for An Apprentice***

Donald Grump, the grouch with the most trash in the world, is looking for a new apprentice. Oscar, Grundgetta, and the other grouches can't wait to meet him because if they get chosen, they will get to keep some of Grump's trash. Elmo decides that he wants to be Grump's helper too, but just because he likes to help others. Grump puts them through counting and sorting tasks that Elmo does great at. Oscar and Grundgetta are too busy arguing and the other grouches have already been fired. Grump decides that even though Elmo succeeded at all the tasks, he is too good at being a helper to help a grouch. Elmo doesn't mind. He gets to leave with the one thing he wanted anyway- Grump's hairpiece. Grundgetta and Oscar are both hired, but they decide that Grump's trash isn't worth it if they have to help him to get it. He leaves Oscar and Grundgetta no choice but to tell him, "You're fired!"

8:00 AM **CYBERCHASE (202) *Totally Rad***

The dastardly Hacker (Christopher Lloyd) takes over the Radopolis cybersite, declaring himself King in "Totally Rad," the season premiere of CYBERCHASE. In an effort to dethrone him, the kids challenge the Hacker's extreme team to a winner-take-all skate-off. There's just one catch: high-scoring tricks need as much area as possible and the field keeps mysteriously changing! With Digit (Gilbert Gottfried) as coach, the kids put on a dazzling display of blading, boarding, and biking, but can they match their performance to the changing arena? **The Big Idea:** Different shapes bounded by the same perimeter can enclose very different areas. **Math Topic:** Perimeter/Area.

8:30 AM **CURIOUS GEORGE (106) *Curious George Takes A Job***

Curious George Takes a Job - Following his nose, George sniffs his way to Chef Pisghetti's Ristorante where he finds Gnocchi the cat being tormented by her enormous ribbon. While the Chef is cooking up a meal to tempt a restaurant critic, George and Gnocchi experiment with kitchen magic. They learn that when cooking, not everything becomes floppy like spaghetti and some things don't really belong in the pasta pot. **Curious George Takes Another Job** - After George's success helping Chef Pisghetti impress the restaurant critic, the Chef suggests that George help his friend Mr. Glass wash the windows of his skyscraper-The Glass Palace. A perfect job for a little monkey! But maybe not a curious monkey because George can't help but be distracted by some amazing shadows he sees inside the windows.

9:00 AM **CLIFFORD THE BIG RED DOG (214) *Vaz Goes Down The Tube/Cyber Puppy Problems***

Vaz Goes Down The Tube - Clifford's Big Idea: Be Responsible Vaz gets a new satellite dish with 632 channels and begins to lose himself to the world of TV. He stops participating in activities like reading books, visiting the library and playing soccer. Eventually, Clifford and his friends help him realize that he's missing out on some very fun and important real life experiences. **Cyber Puppy Problems** - Clifford's Big Idea: Believe in Yourself When Mac worries that Jetta loves her mechanical toy dog more than she loves him, his friends rally around to help him get through his crisis of confidence.

9:30 AM **DRAGON TALES (302) *Rise and Bloom/Super Snow Day***

Rise and Bloom - Max really wants to see the Bursting Blossoms bloom in Dragon Land - a spectacular, once-a-year event. This special event only happens at sunrise, and Max just can't seem to shake off his sleepiness and get himself going. Luckily, Max's friends have some strategies to help him feel more awake. When they finally arrive (fully awake) on Blossom Ridge, just in time for the sunrise, they are surprised to find that the Bursting Blossoms need some help waking up. Max springs to action using his recently learned techniques to help the flowers shake off their sleepiness, and everyone celebrates as the amazing blossoms burst with color and shower sparkly pollen all around them. **Super Snow Day** - It's a warm spring day, but Enrique walks into the playroom and finds Max & Emmy in their winter gear. They're going sledding on Snowy Summit in Dragon Land. Enrique has never even seen snow except for in books or on TV, so he is hesitant to try sledding. When the gang decides to go to Icicle Cave, a place only accessible by sled, Enrique decides not to go. His friends really want him to come, so they decide to help Enrique take small steps to safely overcome his fear and see how much fun snow and sledding can be. By taking it slow and facing small hills, Enrique gradually warms up to the snow. When they arrive safely at Icicle Cave, Enrique teaches them a Spanish song about hot chocolate. Everyone joins in singing as Zak and Wheezie accompany them on the icicle xylophones.

10:00 AM **IT'S A BIG BIG WORLD (106) *Spirit/Shell***

Spirit: Smooch and Winslow become convinced, in part by Madge, that the World Tree has a Spirit. With Snook's help, they set out to find it. Shell: Bob and Winslow are surprised that the rock they found isn't a rock but the shell home of a little fellow named Rocky. At first Winslow wants a shell of his own, but he eventually learns that shells aren't right for marmosets. EDUCATIONAL OBJECTIVES: Trees - Tree biology and facts. Shells - Different creatures live in their own special places, and have different means of protection.

10:30 AM JAKERS (120) *New Best Friends*

Piggley and his best friends Ferny and Dannan are challenged to open their minds and hearts to new friends when Mr. Hornsby requires them to do a team project with classmates they don't know very well. But they see things in a different light when they take time to look under the surface. Lesson: It's a good idea to keep an open mind about new friends and experiences.

11:00 AM CAILLOU (422) *Adventure!*

Today is full of adventure! Caillou, Daddy, and Rosie take the car to the carwash, which is scary for Rosie at first. But big brother Caillou explains everything to his sister, who winds up liking the carwash too! Caillou, Rosie, and their babysitter Julie travel to a bunch of pretend far away places like the desert, a big mountain, and even waterfalls in the tropical forest. Caillou doesn't go to school yet but he really wants to ride on the school bus that stops outside his house every morning. When Dad takes him to see the bus from close up, the driver offers to take Caillou with the other children the next day. On another day, Caillou and his family have a wonderful day out at a theme park. Caillou and Dad go on the thrilling Niagara River Ride, they all go on a Ferris wheel and for a special treat they have cotton candy for dessert. When the house wakes up late, it's a mad rush to get Mommy off to work. Later, when Caillou goes for a walk with Daddy he meets all kinds of people doing all kinds of jobs-- and he gets to try being a mailman, a sanitation engineer and a policeman for himself.

11:30 AM BOB THE BUILDER (307) *Whitelines and a Winter Christmas*

Bob, Muck and Roley are busy using a line marking machine to paint white lines on the road. But when Spud secretly attaches the line-marking machine to Travis, he unknowingly leaves a wiggly, white trail behind him! Can the crew stop Travis and clean up the wiggly white line? And, it's Christmas Eve and Bob and the building team are decorating the yard. A heavy snow falls and Farmer Pickles calls to say he's snowed in! Fitting Scoop with his snow plough attachment, Bob sets off to the rescue. However, he forgets his mobile phone and Wendy sends Dizzy after him with it. When Dizzy gets stuck in a snow drift, will the team find her? Will everyone have a Merry Christmas?

2:30 PM MR. ROGERS NEIGHBORHOOD (1534) *Opera: A Granddad for Daniel*

Mister Rogers visits an aquarium. In the Neighborhood of Make-Believe, King Friday talks to his Operamaker, John Reardon, who is on his way to make the opera King Friday requested "about a grandfather for someone who wants one very much." Neighbors talk about what parts they would like to play in the opera.

3:00 PM BETWEEN THE LIONS (509) *Earl's Too Cool/When I Was Five*

Making new friends and keeping old friends is too cool. key words: too, five featured consonant sounds: t, f

3:30 PM CURIOUS GEORGE (105) *Curious George On Time/Curious George's Bunny Hu*

Curious George On Time - After accidentally breaking Professor Wiseman's cuckoo clock, George decides to explore the inside of the BIG library clock to see how it works. When the big clock stops working too, Mr. Reloj, the local clockmaker, comes to the rescue. With Mr. Reloj's help, George discovers how to use various tools to make the clocks tick again. Curious George's Bunny Hunt - In the country, George falls in love with neighbor Bill's new pet bunnies. They are so irresistible that when Bill leaves to do his paper route, George just has to pet one. But as soon as he opens the bunny hutch, they all escape. By following their footprints and careful counting, George restores order and returns the missing bunnies to their home.

4:00 PM DRAGON TALES (301) *Fly with a New Friend (Part 1 & 2)*

Part 1: Max & Emmy's new neighbor Enrique, who was born in Colombia, has just moved to the U.S. and is having a hard time adjusting to life and school in a new country. Enrique wishes for a place where everyone is as friendly as Max and Emmy. After quietly conferring, Max and Emmy invite him to the friendliest place they know - Dragon Land! Enrique is astonished to meet real live dragons and encounter all the wondrous sights, but feels left out as the group of old friends laugh about happy memories. During an adventure to bring Gilly the fish to the Dragon Land Aquarium, Enrique's new friends encourage him to share some of his stories, and they share their own experiences in new situations. Happier now, Enrique assures Gilly that he will meet many new friends in his new home. Part 2: After the group helps Gilly adjust to his new home, Enrique wishes he could make friends as easily as Gilly has. Max suggests a tour of Dragon Land, and the dragon friends are happy to show off their favorite spots. After soaring over the magical land, Wheezie says that there's one more spot to see, but as she and Zak try to dive into their Knuckerhole, they flop on flat ground, soon discovering that all the Knuckerholes seem to have vanished! Spotting one moving along the ground, the group follows it, and finds Quanita, a wizard-in-training, who accidentally summoned Knuckerholes while wishing for holes to plant

tree saplings. Back at the playroom, Enrique says that making friends at school will be easier now that Max & Emmy have shown him how it's done!

4:30 PM ARTHUR (503) *A No-Brainer/The Shore Thing*

"It's a No-Brainer"--When Brain loses his cool and loses to Buster in the Math-a-thon, he abandons his books and nickname for a career in _ stand-up comedy?!? Is the Brain gone forever? "The Shore Thing"--Arthur and D.W. beg Dad to take them to Aqualand --the coolest water park ever! But Dad knows an even better place --Ocean Zone. The kids explore the old-fashioned ocean and find all kinds of cool sea stuff by the seashore.

5:00 PM CYBERCHASE (309) *The Snelfu Snafu (Pt. 1)*

The long lost encryptor chip, the one computer component that can bring Motherboard back to full power, appears for sale on the popular cybersite U- WANT, U-BID! The CyberSquad has only a few days to save enough money to outbid Hacker for the precious chip. They win the auction, but are totally unprepared for what happens when they implant the chip into Motherboard - Hacker takes over Cyberspace!

FRIDAY, JANUARY 12

6:30 AM **BARNEY & FRIENDS** (1004) *Shapes and Colors*

Shapes: Baby Bop, BJ and the children prepare for the Shapes Carnival in the park. Riff knows he will do well at the carnival because he is wearing his lucky medal. But when he loses the medal, Riff is afraid he won't be able to play the games. It turns out that Riff has fun playing the games and he realizes he didn't need his lucky medal after all!
Colors: When it starts to rain at the park, Baby Bop joins Barney and BJ inside the caboose. Baby Bop pokes her head out to see if the rain has stopped and spies a beautiful rainbow in the sky! But when the others come to see it...it's gone. Baby Bop is very disappointed because she liked all the pretty colors, so Barney and the others paint their own "life-sized" rainbow. When it starts to rain again, the homemade rainbow falls down and gets all wet. Luckily, a real rainbow takes its place!

7:00 AM **SESAME STREET** (4106) *Deaf Niece Visits Sesame Street*

Rosita and Telly want to play a game of tag but they can't find anyone to play with them. They meet Bob's niece Samara and wonder if she would like to play. She can't hear them because she is deaf. Rosita and Telly are concerned because they don't know how they will be able to all speak and play together. Samara explains that even though she can't hear them, she can talk to them by using sign language. They have a lot of fun learning, playing, and also signing and saying the alphabet together. Everyone on Sesame Street gets so excited about sign language that they all can't wait to learn more.

8:00 AM **CYBERCHASE** (309) *The Snelfu Snafu (Pt. 1)*

The long lost encryptor chip, the one computer component that can bring Motherboard back to full power, appears for sale on the popular cybersite U- WANT, U-BID! The CyberSquad has only a few days to save enough money to outbid Hacker for the precious chip. They win the auction, but are totally unprepared for what happens when they implant the chip into Motherboard - Hacker takes over Cyberspace!

8:30 AM **CURIOUS GEORGE** (108) *Curious George and the Invisible Sound*

Curious George and the Invisible Sound - While trying to record different animal sounds in the country, George discovers some amazing things about the dynamics of sound: the closer he gets, the louder the sound; the further away he is, the quieter the sound. Then he discovers one he's never heard before. He follows the direction of the sound throughout the house until he finds... a cricket?! How can something so small make such a big noise?
Curious George, A Peeling Monkey - George really can't wait to see what's inside Professor Wiseman's birthday present. Because he's a good little monkey, he leaves the present in one piece, but he distracts himself by "unwrapping" everything else around him. George learns that lots of things have covers, and for many different reasons. Even the bathroom walls are covered with wallpaper! But not for long...

9:00 AM **CLIFFORD THE BIG RED DOG** (216) *Who Moved My Bone/Clifford The Pirate King*

Who Moved My Bone - Clifford's Big Idea: Be A Good Friend When Cleo accuses T-Bone of trying to steal her bone, Clifford gets caught in the middle of his two feuding friends. His efforts finally pay off when Cleo and T-Bone realize that their friendship is worth more than a silly old bone.
Clifford the Pirate King - Clifford's Big Idea: Work Together After reading the book Treasure Island in school, the kids decide to throw a "Treasure Island" theme party. Clifford helps them prepare for the festivities on Charley's houseboat. But once the party begins, they discover Clifford is too big for the boat. The kids choose to relocate the party rather than let Clifford feel left out.

9:30 AM **DRAGON TALES** (304) *Sky Soccer/Making It Fun*

Sky Soccer - Today is the day for the Sky Soccer team tryouts in Dragon Land! Ord really wants to be on the team, but he's never played before. As Ord attempts the drills, he repeatedly misses the ball and uses the wrong parts of his body to touch the ball. Ord decides that sky soccer is just too hard. His friends convince him not to give up by sharing advice on taking things slowly, remembering which parts of his body to use, and saying the phrase, "If at first you don't succeed, try, try again!" When Ord returns for the second half of the tryouts, he shows tremendous improvement. Even though he does not make the team, the coach congratulates Ord on his progress and encourages him to keep practicing for next time.
Making It Fun - The children are summoned to Dragon Land when Cassie, Ord, and Eunice the unicorn need their help. The Junior Unicorn Race is today, and Eunice needs the gang to paint the winding path so that the little unicorns do not get lost on their way. Zak and Wheezie join the group, who enthusiastically starts painting the path. Once they have painted for a while, they realize just how long the path is and become discouraged. Knowing that the tiny unicorns will get lost without a path, the gang comes up with clever ways to make their work go faster such as taking "fun breaks," painting with more colors, singing songs, and racing. They finish just in time to watch the unicorns take off for their race!

10:00 AM **IT'S A BIG, BIG WORLD** (108) *Dancing/King of the Tree*

Dancing: Snook is scheduled to escort Madge to a family gathering, but he keeps falling asleep. Smooch, Winslow and Bob band together to help and with a little dancing, get him up and going again. King of the Tree: It's very rainy in the World Tree and Ick convinces Bob that the tree will flood and Ick will become king. With the help of some scientific measurements, Snook dispells Bob's fears and Ick learns he won't be king after all. EDUCATIONAL OBJECTIVES: Turtles -The migratory and social habits of turtles. Weather - We can observe changes in the weather, and these changes have impacts on animals and plants.

10:30 AM JAKERS! (121) *Treasure Hunt*

Mr. Winks plants a treasure map for Piggley and his friends, but this is a map with a difference! The trio set about the tasks on the treasure trail and are having so much fun they don't realize they're doing their chores at the same time. But the real "treasure" is learning that when work is done with the right attitude, it can even be fun! Lesson: When work is approached with the right attitude, it can sometimes be fun!

11:00 AM CAILLOU (423) *Old and New*

While at Grandma and Grandpa's house, Caillou looks for a special hiding place. Grandpa shows Caillou the special place his Daddy used to hide in when he was Caillou's age. Caillou is very excited about the neighborhood rummage sale until he's asked to figure out what he'd like to contribute. He's not so sure he wants to part with any of his toys. But in the end he's pretty happy with the new stuff he comes home with. When Caillou's brand new T-shirt is ruined by grape juice Grandma diverts disaster by recycling it and turning into a one-of-a-kind shirt that is tie-dyed with grape-juice star bursts. Caillou helps Mommy clean out the attic when they come across an old chest, and discover neat treasures inside. Caillou and Mom go to the library for story time. Caillou has scribbled on one of the books he borrowed, and is afraid to bring it back. Clementine's Mom who is in charge of story time cleans the book. Caillou takes home a new book and this time, he will be extra careful with it.

11:30 AM BOB THE BUILDER (308) *Fishing Fun*

While Bob is doing some plumbing work, he finds an old pipe that makes a noise just like a trumpet. Back at his workshop he works on the finishing touches to create a real bugle out of the pipe. Bob proudly plays for the can-do crew, but it sounds terrible! When Roley accidentally rolls over the trumpet, will the accident be a blessing in disguise? Bob has a busy day ahead, so to help out, Wendy decides to clean Finn's fish tank. She places Finn in a bucket and gets ready to clean, but there's an unexpected crisis. Muck begs Wendy to help, so she places the bucket down and gets to work. Meanwhile, Pilchard has her eye on Finn, who is still sitting in the bucket! Will Wendy save Finn and get the tank cleaned by the time Bob returns?

3:00 PM BETWEEN THE LIONS (501) *Pigs, Pigs!/The Three Little Pigs*

It's pigs galore for the Lion family! Pigs run amok in the story Pigs Aplenty, Pigs Galore! then try to escape the wolf in a retelling of a classic folktale. key words: pigs, house featured consonant sounds: p, h

3:30 PM CURIOUS GEORGE (106) *Curious George Takes A Job*

George Takes a Job - Following his nose, George sniffs his way to Chef Pisghetti's Ristorante where he finds Gnocchi the cat being tormented by her enormous ribbon. While the Chef is cooking up a meal to tempt a restaurant critic, George and Gnocchi experiment with kitchen magic. They learn that when cooking, not everything becomes floppy like spaghetti and some things don't really belong in the pasta pot. Curious George Takes Another Job - After George's success helping Chef Pisghetti impress the restaurant critic, the Chef suggests that George help his friend Mr. Glass wash the windows of his skyscraper-The Glass Palace. A perfect job for a little monkey! But maybe not a curious monkey because George can't help but be distracted by some amazing shadows he sees inside the windows.

4:00 PM KIDS' PICKS ()

4:30 PM KIDS' PICKS ()

5:00 PM CYBERCHASE (310) *The Snelfu Snafu (Pt. 2)*

The CyberSquad must find a way to bring Motherboard back to power and oust Hacker. Their friend Slider's invention "the Syncolator" is the answer - but some of the expensive parts are missing and they have limited funds. This is the biggest challenge the kids have ever faced, and if they fail now, Motherboard will be lost forever!

SUNDAY, JANUARY 14

6:30 AM MAKE WAY FOR NODDY (319) *Noddy's House of Cards/Noddy's Car Loses It's Voice*

Noddy's House of Cards - Noddy builds a house-of-cards as a gift for Big-Ears. He manages to reach his house with the gift intact after having overcome many obstacles along the way. But disaster strikes as he hands the gift to Big-Ears. Noddy's Car Loses It's Voice - Noddy is driving in the country, when the horn falls off his car and into the duck pond at the farm. Noddy goes around town trying to find other ways to warn pedestrians of his presence.

7:00 AM BIG COMFY COUCH (713)

7:30 AM CLIFFORD'S PUPPY DAYS (207) *The Big Surprise/Be My Guest*

The Big Surprise: When Clifford's plan to give Daffodil a surprise birthday party collapses, he is afraid she'll be disappointed. But Daffodil is touched and thrilled that he made the effort and that all her friends have gathered to celebrate her special day. Be My Guest: When Norville injures his wing he's taken in by EE. At first, Clifford is happy to have him, but gradually the puppy becomes tired of sharing his things and EE's attention and begins to act out.

8:00 AM THOMAS AND FRIENDS (306) *Old & New*

Fearless Freddie is an old engine who has returned to the narrow gauge railway after many years. He brags about being the fastest engine in the hills. He challenges Rheneas and Skarloey to a race, but it's a lot harder than he realized. Determined not to lose, Freddie remembers a forgotten old short cut to the bottom of the mountain and claims the victory! Rheneas and Skarloey challenge Freddie to another race and again Freddie puffs down a hidden short-cut. Rheneas is so desperate to beat Freddie that he steams right off the track! Freddie is sorry for encouraging the younger engines to go too fast. He uses his knowledge of the hidden tracks to help rescue Rheneas. When Thomas sees that Toby's shed at Arlesden End has a leaky roof, he volunteers to organize getting it fixed for his friend. Thomas tells Toby all about his plan but Toby still seems very sad. With the new roof complete, Thomas asks Toby why he still seems so sad. Toby explains that he liked the holey old roof - the birds would fly in through the holes and make their nests, Toby's home was their home too! Thomas has an idea. He arranges for the wood from Toby's old roof to be made into a birdhouse. Now there are more birds at Arlesden End than ever before. Toby is delighted!

8:30 AM BOB THE BUILDER (408) *Water Stories*

Bob has designed a water recycling system to water the new orchard but it must be built carefully and in an ordered process. Spud can't wait for the apples to start growing and he rushes through the building process doing everything wrong. Will Farmer Pickles have any apples in his orchard this year or does Spud's haste mean no apples for Sunflower Valley? Bob is building a Seaweed Farm for Farmer Pickles' cousin, Annie. Scrambler is eager to help and volunteers to collect seaweed seedlings from the beach. He's so sure he'll collect what they need in record time that he challenges the machines who are building the farm to a race. He thinks he is winning until he returns to find all the seedlings he collected, are gone! Will Scrambler be able to find more seaweed or has he lost the race and more importantly, all the seeds to start Annie's farm?

9:00 AM FRANNY'S FEET (111) *Reindeer to the Rescue/It's A Big Job*

A) Franny travels to northern Scandinavia, where she meets a young reindeer named Romper, who wishes he were bigger, and had antlers like his dad. Franny tries to help Romper by putting branches on his head to look like antlers. When a baby hare ends up trapped in a small hole, only Romper is small enough to rescue it. Romper and Franny learn that being a grown-up is nice, but you're never too small to be a big help. In Franny's Treasures, Franny and Bobby prompt the audience to identify animals that have antlers. B) Franny travels to the middle of the woods, where she meets Woody, an eager beaver who is trying to build a dam. Woody is in a big hurry to finish, but he can't figure out how to block the water. Franny convinces him that if he hurries too much, he won't be successful. Woody follows Franny's advice, carefully building a dam. In Franny's Treasures, Franny and Bobby help viewers learn about evergreens and trees that lose their leaves.

9:30 AM POSTCARDS FOR BUSTER (205) *Philadelphia Masala (Pennsylvania)*

In this episode Buster explores Philadelphia's vibrant South Asian community. He meets twins Arjun and Varun, who teach him yoga, and Rajbinder, a Sikh girl who invites him to her gurdwara (temple). His new friends also take Buster to a factory that makes what he thought impossible: good airplane food!

10:00 AM ARTHUR (1009) *Do You Speak George?/World Girls*

Do You Speak George?: Everyone at school is suddenly speaking their own made-up language. Whether it's the girls' secret code "Oola" or the boys' lingo "Arster-Butther," George can't make sense of what anyone is saying. Is creating his own language the answer? Or can he convince the kids to put their differences aside and start communicating again? World Girls: It's the grand opening of World Girl World, which sells dolls from every country and every girl in Elwood City is thrilled!

But the trip there is less than ideal - Francine doesn't want to buy anything, Muffy wants to buy everything, and Sue Ellen is crushed to learn that her favorite doll was discontinued. But maybe with some creativity, the friends can work together and find a fun solution to their respective dilemmas.

10:30 AM MAYA AND MIGUEL (123) *The Wrestler Next Door*

A new neighbor moves into the apartment building: Sr. Lopez, who is opening a new bakery in town. Tito is certain that Sr. Lopez is actually "El Guamazo Lopez," a famous Mexican masked wrestler! He tries to prove it to a skeptical Maya and Miguel... but when they see some intriguing evidence, they decide to help Tito find out the truth. The three of them, along with Abuela Elena's help, try to uncover Sr. Lopez' secret past... but even putting him face-to-face with the masked wrestler's arch-nemesis doesn't manage to reveal him. Finally, when an old piece of baking equipment goes on the fritz, Sr. Lopez must fight the mechanical beast using "El Guamazo Lopez'" signature wrestling move. Tito is vindicated! Sr. Lopez finally admits to having been the famous wrestler in the past. But it's more important for him to be known as a good baker from now on. His secret is safe with them!

11:00 AM CYBERCHASE (501) *The Halloween Howl*

The CyberSquad must "divide and conquer" in order to rescue the Mayor from Hacker's clutches and save Castleblanca's big Halloween Howl party, which all the little monsters are looking forward to.

MONDAY, JANUARY 15

6:30 AM BARNEY & FRIENDS (1005) *Seeing and Hearing*

Seeing: An ordinary game of "hide and seek" takes a not-so-ordinary turn when Baby Bop claims that an elephant is hiding in the park! Barney and Riff are happy to play along, but BJ thinks that his sister may be "seeing things". Fortunately, Barney takes this opportunity to help the young dinos learn about their sense of sight while having tons of fun!*Hearing*: BJ and Riff engage in a friendly contest to see which of them can find (or make) the loudest sound in the park. The playful competition continues to escalate...and along the way, the sounds of animals, musical instruments, and even fire engines are introduced.

7:00 AM SESAME STREET (4060) *Alan's Vacation Replacement*

Alan is planning a vacation and he is excited to go away. Big Bird is very upset and can't believe that Alan won't be at Hooper's Store. Nothing will ever be the same again! Alan has advertised that he will be looking for someone to fill in for him when he is gone. Natalie stops by for a glass of juice and ends up making an omelet and singing about it. Alan hires Natalie on the spot and goes off to pack for his trip. Baby Bear and Big Bird have a very hard time adjusting to Natalie replacing Alan, and are anxious about the change. However, they get to know Natalie and she teaches them how some changes can be good changes. They realize that change doesn't always have to be bad. Natalie makes a birdseed milkshake just as Big Bird likes it, with birdseed! Natalie Portman - Play Natalie, assisting in Hooper's Store.

8:00 AM CYBERCHASE (310) *The Snelfu Snafu (Pt. 2)*

The CyberSquad must find a way to bring Motherboard back to power and oust Hacker. Their friend Slider's invention "the Syncolator" is the answer - but some of the expensive parts are missing and they have limited funds. This is the biggest challenge the kids have ever faced, and if they fail now, Motherboard will be lost forever!

8:30 AM CURIOUS GEORGE (121) *Surprise Quints/Muddy Monkey*

Surprise Quints - It's Mr. Quint's birthday and everyone is helping with preparations for a surprise party. But Mr. Quint comes home early from his fishing trip so George is assigned the job of keeping him busy until it's time for the party. The job gets even more complicated when four of Mr. Quint's siblings arrive and they are all having the same birthday-could they be quintuplets? And can you keep five Quints happy with only twelve fish crackers to eat?*Muddy Monkey* - The Man with the Yellow Hat just can't figure out why George refuses to take a bath. What he doesn't realize is that George has lost his favorite bath toy, Sproingy the Frog. And until George finds Sproingy, all the shower games, car washes, and dog washes aren't going to do a bit of good. Unless of course, the dog being washed happens to be playing with a very special bubble making frog.

9:00 AM CLIFFORD THE BIG RED DOG (217) *Clifford's Cookie Craving/Jetta's Friend*

Clifford's Cookie Craving - Clifford's Big Idea: Be a Good Friend Mr. Bleakman bakes a giant cookie for the Birdwell Fair, then leaves it unattended. Clifford gets one whiff of it and, try as he might, simply can't resist the temptation to taste it. Mr. Bleakman forgives the Big Dog when he realizes that everyone makes mistakes -including the mistake of leaving too big of a temptation in front of a child. *Jetta's Friend* - Clifford's Big Idea: Be a Good Friend When her pen pal visits the island, nothing goes as Jetta planned, but to her own surprise, she has fun anyway!

9:30 AM DRAGON TALES (305) *Itching for a Cure/The Big Race*

Emmy, Max, Enrique and their dragon friends are building a giant card house. While they're balancing cards, the ground begins to tremble and the cards come crashing down! They set out to investigate the source of the rumbling tremors and find their giant friend Mungus rolling around on the ground. He has a terrible itch that just won't go away! The gang brings Mungus to Dr. Booboogone for help, and she sends them on a quest for special ingredients to make "Itch Be Gone" cream. They face some challenges in collecting the ingredients, but knowing how much Mungus needs their help encourages them to not give up. Mungus is extremely grateful for his friends' help, and he shows his appreciation by helping the gang build another, even bigger, card house. *The Big Race* - It is the day of the Big Dragon Land Road Race. Teammates Lorca and Enrique get off to a great start on Lorca's modified wheelchair, but soon find themselves at a standstill when they can't work together. After getting advice from Quetzal, they realize that being a team means working together. They begin to pass their friends who are also having trouble cooperating and offer helpful teamwork suggestions for them. Enrique teaches a Spanish rhyme to Cassie and Emmy to help them pedal together, which comes in handy again when the entire gang ends up in a pile-up that entangles their go-carts. Stuck together, they head comically toward the finish line in a long train reciting the rhyme to keep in sync. Even though the team doesn't win the race, they learn a valuable lesson about cooperation and teamwork!

10:00 AM IT'S A BIG BIG WORLD (131) *Eyes and Noses/Snook's Songbook*

Eyes and Noses - After Madge explains to Smooch and Winslow that her glasses help her see better, she stumbles on a rock, and they fly off and seem to disappear. The monkeys enlist everyone's help to search and soon the ants find them covered in slime.

When Bob tells them that he smells a snail, Snook realizes that they landed on the snail's shell and he accidentally carried them away! Snook's Songbook - Snook settles in to look through his songbook and shares some of his favorite songs from the World Tree, including: Get Up and Get Going, Food Food Food, Keepers of the Tree, The Way Of the Sloth, How We Get Around, We'll Still Be Friends, and Conga Line.

10:30 AM JAKERS! (208) *Hector's Hero*

After Dannan saves Hector from a mild mishap, a grateful, but ever-so- obnoxious Hector won't leave her alone, no matter what she says. EDUCATIONAL OBJECTIVE: It's important to respect someone's personal space.

11:00 AM CAILLOU (424) *Vacations*

Caillou is traveling in style with his very first airplane flight and he's curious about everything around him: he loves looking out the window at the ground below and also, playing with the music system. Plus, breakfast on a plane is an adventure in itself! On another adventure, Caillou and his family leave for a day at the beach. There's so much to see and do! Caillou goes in the water with Dad and later, a seagull tries to steal his sandwich! Then Caillou sees a hermit crab and finally he and Dad build a sandcastle. Caillou misses his friend Sarah when she goes away on an all-summer trip to China. Grandpa tells Caillou about the time when his Daddy was a little boy and they went on a camping trip. Caillou loves the idea of camping and he and Grandpa set up the tent in the garden.

11:30 AM BOB THE BUILDER (309) *Saves The Day*

Bob is sick and there's a major resurfacing job on the main road into the village! Traffic is redirected, but who's going to supervise the team? Wendy puts on a hard hat and overalls and leads Dizzy, Muck and Roley to the road site. But when Dizzy gets stuck in some wet cement on the new road, can the crew save her and finish the job without Bob? Lofty comes to the rescue when Scoop and Muck are clearing some land near a bridge. Lofty, however, is afraid of heights and can't cross the bridge! Spud follows Lofty, teasing him about his fear of heights. Lofty, disheartened, returns to the yard. When Spud gets into trouble, and the only machine that can help is Lofty, will Lofty conquer his fears and rescue Spud?

2:30 PM READING RAINBOW (1407) *The Tin Forest*

Deeply affected by the events of September 11, LeVar spends the day with the students of P.S. 234, an elementary school just blocks away from Ground Zero. Challenged by tremendous upheaval, the students share with LeVar how they have endured their situation better than anyone would have imagined.

3:00 PM BETWEEN THE LIONS (101) *Bill Cleans Up The West*

A storybook tornado blows into the library and makes a terrible mess. This happens after Theo reads "Pecos Bill Cleans Up the West" to Leona and Lionel before they go to bed. The next day Lionel asks Click to prove to Leona that Pecos Bill is just a fictional character. All of the various segments presented in the episode focus on the use of the short e in words such as west, bed, mess, bet, etc. Dr. Bertice Berry and Dr. Ruth Westheimer guest star.

3:30 PM CURIOUS GEORGE (108) *Curious George and the Invisible Sound*

Curious George and the Invisible Sound - While trying to record different animal sounds in the country, George discovers some amazing things about the dynamics of sound: the closer he gets, the louder the sound; the further away he is, the quieter the sound. Then he discovers one he's never heard before. He follows the direction of the sound throughout the house until he finds... a cricket?! How can something so small make such a big noise? Curious George, A Peeling Monkey - George really can't wait to see what's inside Professor Wiseman's birthday present. Because he's a good little monkey, he leaves the present in one piece, but he distracts himself by "unwrapping" everything else around him. George learns that lots of things have covers, and for many different reasons. Even the bathroom walls are covered with wallpaper! But not for long...

4:00 PM DRAGON TALES (304) *Sky Soccer/Making It Fun*

Sky Soccer - Today is the day for the Sky Soccer team tryouts in Dragon Land! Ord really wants to be on the team, but he's never played before. As Ord attempts the drills, he repeatedly misses the ball and uses the wrong parts of his body to touch the ball. Ord decides that sky soccer is just too hard. His friends convince him not to give up by sharing advice on taking things slowly, remembering which parts of his body to use, and saying the phrase, "If at first you don't succeed, try, try again!" When Ord returns for the second half of the tryouts, he shows tremendous improvement. Even though he does not make the team, the coach congratulates Ord on his progress and encourages him to keep practicing for next time. Making It Fun - The children are summoned to Dragon Land when Cassie, Ord, and Eunice the unicorn need their help. The Junior Unicorn Race is today, and Eunice needs the gang to paint the winding path so that the little unicorns do not get lost on their way. Zak and Wheezie join the group, who enthusiastically starts painting the path. Once they have painted for a while, they realize just how long the path is and become discouraged. Knowing that the tiny unicorns will get lost without a path, the gang comes up with clever ways to make their

work go faster such as taking "fun breaks, " painting with more colors, singing songs, and racing. They finish just in time to watch the unicorns take off for their race!

4:30 PM ARTHUR (801) *Adil/Bitzi's Break-Up*

Arthur's worried that his letters to his new Turkish pen pal, Adil, will be boring. After all, how can Elwood City compare to Arthur's fantastical ideas about Turkey, where he imagines Adil riding a camel to school ... and eating lambs-eyes! But are Arthur's notions about Adil's life even close to the truth? Bitzi's Break-Up - Bitzi's breaking up with her boyfriend and Buster is really sad. Harry is his favorite baseball buddy! Can Buster get them back together in time for the next game? And, more importantly, will Buster and Harry be able to

5:00 PM CYBERCHASE (204) *True Colors*

Hacker becomes a good guy! Can this possibly be true? A new, reformed Hacker runs for election against Motherboard, claiming to have done five good deeds, and promising to turn over a new leaf. Can the kids find a counter example that proves Hacker is lying - or will he be elected the new ruler of cyberspace? Guest voice: Al Roker as "Sam Vander Rom." The Big Idea: When people use words like always, never, all, or none to claim something is true, be suspicious! Such claims are often false, and you need only a single counter example to disprove them. Math Topic: Counter Examples NCTM Link: Reasoning & Proof.

TUESDAY, JANUARY 16

6:30 AM **BARNEY & FRIENDS (1006) *Glad to Be Me and Arts***

Glad to Be Me: Riff has many special qualities, but sometimes, his shyness makes it hard for him to meet new friends. When Barney introduces Riff to some of his friends in the park, it's Baby Bop that ends up feeling less than special as the kids seem more impressed with Riff and his special talents. Barney helps Baby Bop realize that there's more to being special than the things you can do. The way you feel and the way you make others feel makes you special, too. **Arts:** It's a special day in the park as Barney and the little dinosaurs enjoy an Art Festival. BJ and Riff share some "musical art" and Baby Bop shares a painting of a very special friend... Barney! As the festival comes to an end, Barney reminds his friends everywhere that no matter what kind of art they make, it's always special when it comes from their hearts!

7:00 AM **SESAME STREET (4059) *Doesn't Like Porridge***

Telly is announcing the big event! Curly Bear is going to try porridge for the very first time and Baby Bear is extremely excited. When Curly Bear tries the porridge, however, she spits it out in disgust. Baby Bear is rather upset by this as he feels Curly Bear just has to like porridge. She's his sister! He tries offering Curly different types of porridge to no avail. She just doesn't like it and Baby Bear feels that maybe that means she doesn't like him. Alan helps Baby Bear understand that even best friends have different tastes for many things and it is the same way with families. Baby Bear and his sister will not be exactly the same and this is not only okay, it is a special part of their relationship.

8:00 AM **CYBERCHASE (204) *True Colors***

Hacker becomes a good guy! Can this possibly be true? A new, reformed Hacker runs for election against Motherboard, claiming to have done five good deeds, and promising to turn over a new leaf. Can the kids find a counter example that proves Hacker is lying - or will he be elected the new ruler of cyberspace? Guest voice: Al Roker as "Sam Vander Rom." The Big Idea: When people use words like always, never, all, or none to claim something is true, be suspicious! Such claims are often false, and you need only a single counter example to disprove them. Math Topic: Counter Examples NCTM Link: Reasoning & Proof.

8:30 AM **CURIOUS GEORGE (122) *Curious George Takes A Vacation***

Curious George Takes a Vacation - The Man with the Yellow Hat and George are off to the airport to start their vacation. When they get there, they discover that all the flights are delayed, and there's a long wait ahead. But with sliding doors, moving sidewalks, luggage carousels and beeping carts, George decides that the airport is a great place to spend his whole vacation. **Curious George and the One That Got Away** - George and Mr. Quint discover a fresh water eel in the waters of Lake Wanasink Lake. When Bill finds out, he proposes a contest to see who can catch it first. George has no fishing pole so he makes one from things he finds around the house. He's determined to catch the eel so he can set it free.

9:00 AM **CLIFFORD THE BIG RED DOG (219) *Flood of Imagination/Lights Out***

Flood of Imagination - It's raining and Cleo's going stir-crazy with boredom! But Clifford comes to her rescue by helping her to imagine an exciting action/adventure story. **Lights Out** - Mr. Bleakman and Clifford save the day when a big power failure threatens to paralyze Birdwell Island.

9:30 AM **DRAGON TALES (306) *Flip Flop/Just for Laughs***

Flip Flop - While rummaging through a Cave Swap (Dragon Land's version of a garage sale), Wheezie is fascinated by a golden two-headed statue. Zak argues with Wheezie about adding more junk to their collection. While holding onto the statue, they both wish that the other could understand how they feel. The golden statue begins to glow. Suddenly, Zak starts acting like Wheezie, and Wheezie starts acting like Zak! They've been flip-flopped, and only the statue can switch them back. They fight over the statue, causing it to land in the river and wash away. As they catch up with it, Zak and Wheezie experience life from each other's perspectives. Just before they wish to switch back, they admit to appreciating each other's feelings. Then with a ZAP and a swirl of light, the twins are swapped back! **Just for Laughs** - Today is the annual Dragon Land "Custard Egg Hunt." The gang must find six eggs, which Quetzal will place in a special pot for a yummy, magical surprise. To find these eggs, they must interpret a rhyme with clues to their location. Quetzal has his hands full, since Cassie's mother has left her toddlers Kiki and Finn temporarily in his care. The gang volunteers to help watch the little ones and look for the eggs. The clues may be difficult, but everyone learns that keeping up with Finn and Kiki is even more of a challenge! After some initial toddler mischief, the gang decides to take turns watching Kiki and Finn while searching for the last few eggs. Thanks to the some surprise help from the toddlers and teamwork from the gang, they find all the eggs and Quetzal places them in his special pot. A little sprinkle of sparkly dust and ...surprise! The custard eggs turn into a big, rainbow flavored custard creme cake for everyone to enjoy.

10:00 AM **IT'S A BIG BIG WORLD (132) *The Hatch/Sounds of the Forest***

Burdette shows Smooch and Winslow the shell of the egg she hatched from and asks them where their eggshells are. Thinking that they have lost them, the monkeys search the World Tree for their shells, learning about fish, frog, and turtle eggs along the way. Finally, Snook takes them to Madge's, where they find out that mammals aren't hatched from shells, but born, so they didn't lose anything after all! Sounds of the Forest - Wartz moves into a new log, but after his first day there he is exhausted - he keeps hearing mysterious whistling and knocking noises and he can't sleep. Madge explains that wind passing over holes in the log is causing the whistling, and later Wartz discovers the source of the knocking - it's Winslow who's preparing to give a concert with the new instrument he has made.

10:30 AM JAKERS! (209) *Mind Your Manners*

Dannan is thrilled when the children are invited to a big party hosted by Mr. McGanrdy for his cousin, the Ambassador to Denmark, but Piggley's lack of social graces almost ruins the day. EDUCATIONAL OBJECTIVES: To learn appropriate behavior in different situations.

11:00 AM CAILLOU (425) *Getting The Message*

When Mom is busy on the phone all morning and doesn't have time for Caillou he feels very left out of things. He plays with his toy phone and then talks to Grandma on the real phone. He likes talking on the phone--it makes him feel very grown up. Caillou learns there are many different ways to communicate. He makes friends with Robbie, a deaf boy he meets in the park, and learns how to communicate using sign language. After getting caught in the rain, Caillou loses his voice, but manages to find other ways to communicate until his voice comes back. Caillou wants to be taller like his friend Jim and tries to think of a way to grow faster. Mom and Dad measure him on his growth chart and show him he has grown a whole inch since last time, but that's just not enough. Later when a plumbing problem requires someone small to help out, Caillou finds out there are some benefits to being just his size.

11:30 AM BOB THE BUILDER (310) *It's Building Time*

Bob is doing some work on the clock tower when Lofty, frightened by a bat, knocks over the ladder, leaving Bob stranded on the scaffolding. To make things worse, Bob's mobile phone is on the ground! Then Muck and Scoop have a misunderstanding and both machines get completely lost! Wendy organizes a rescue mission. Can the team pull together and rescue Bob? Also in this episode, Spud is worried that he is not scary anymore, so Travis suggests he does one of his scary karate routines. Travis leaves and Spud launches into the routine, jumping around; he doesn't notice when his nose drops off and falls into a mole hole! Dizzy and Muck arrive on the scene and Dizzy is the first to point out to the mortified Spud that he is noseless. Will the can-do crew find Spud a new nose? Will Spud still be scary scarecrow?

2:30 PM MR. ROGERS NEIGHBORHOOD (1527) *Week of Programs On Work*

Mister Rogers shows viewers a game with string and visits a dairy farm to see how cows are milked and milk is bottled. In the Neighborhood of Make-Believe, a contractor, Ellen Patterson, helps King Friday plan a budget for the pool. Neighbors decide to reduce costs by helping to dig the hole.

3:00 PM BETWEEN THE LIONS (102) *The Lost Rock*

A rock rolls out of his book and then can't remember which book he belongs in.

3:30 PM CURIOUS GEORGE (121) *Surprise Quints/Muddy Monkey*

Surprise Quints - It's Mr. Quint's birthday and everyone is helping with preparations for a surprise party. But Mr. Quint comes home early from his fishing trip so George is assigned the job of keeping him busy until it's time for the party. The job gets even more complicated when four of Mr. Quint's siblings arrive and they are all having the same birthday--could they be quintuplets? And can you keep five Quints happy with only twelve fish crackers to eat? Muddy Monkey - The Man with the Yellow Hat just can't figure out why George refuses to take a bath. What he doesn't realize is that George has lost his favorite bath toy, Sproingy the Frog. And until George finds Sproingy, all the shower games, car washes, and dog washes aren't going to do a bit of good. Unless of course, the dog being washed happens to be playing with a very special bubble making frog.

4:00 PM IT'S A BIG BIG WORLD (305) *Itching for a Cure/The Big Race*

Itching for a Cure - Emmy, Max, Enrique and their dragon friends are building a giant card house. While they're balancing cards, the ground begins to tremble and the cards come crashing down! They set out to investigate the source of the rumbling tremors and find their giant friend Mungus rolling around on the ground. He has a terrible itch that just won't go away! The gang brings Mungus to Dr. Booboogone for help, and she sends them on a quest for special ingredients to make "Itch Be Gone" cream. They face some challenges in collecting the ingredients, but knowing how much Mungus needs their help encourages them to not give up. Mungus is extremely grateful for his friends' help, and he shows his appreciation by helping the gang build another, even bigger, card house. The Big Race - It is the day of the Big Dragon Land Road Race. Teammates Lorca and Enrique get off to a great start on Lorca's modified wheelchair, but soon find themselves at a standstill when they can't work together. After getting advice from Quetzal, they realize that being a team means working together. They begin to pass their friends who are also having trouble

cooperating and offer helpful teamwork suggestions for them. Enrique teaches a Spanish rhyme to Cassie and Emmy to help them pedal together, which comes in handy again when the entire gang ends up in a pile-up that entangles their go-carts. Stuck together, they head comically toward the finish line in a long train reciting the rhyme to keep in sync. Even though the team doesn't win the race, they learn a valuable lesson about cooperation and teamwork!

4:30 PM ARTHUR (505) *Lousy Week/You Are Arthur*

"The Lousy Week"--An army of lice has descended on the heads of Lakewood Elementary. Who or what is strong enough to defeat them? Principal Haney? Nurse Flynn? Mayonnaise? "You Are Arthur"--What if you could live in the Read house? What if you could run a race in Elwood City? What if you could be Arthur for a day? Kids can view Arthur's life through his very own eyes in this special episode.

5:00 PM CYBERCHASE (503) *Designing Mr. Perfect*

Frustrated that she can't find Mr. Perfect, The Wicked Witch sets out to design him, by turning a frog into her Prince Charming. Unknowingly, however, Wicked captures and transforms Digit instead of a frog. Her sympathetic wand, Wanda (Danica McKellar), secretly alerts the CyberSquad who jump into action. Their problems multiply when a jealous Hacker kidnaps their cyboid pal. The kids must design an invention that can do two things: navigate a perilous swamp AND get to the top of a tall cliff. Can they pull off the rescue before it's too late? EDUCATIONAL OBJECTIVE: Make a design - a plan for your invention - before you start building so you can make sure that it will function the way that you want it to.

WEDNESDAY, JANUARY 17

6:30 AM **BARNEY & FRIENDS (1007)** *Movement and Bj's Snack Attack*

Movement: When some of the children in the park invite Barney to join them for a race, BJ and Baby Bop decide he'll need their help. They show him several ways to get ready for the big race by warming up and stretching. By the end of the day, everyone finds out that there are many fun ways to exercise. **BJ's Snack Attack:** When BJ starts to feel sick after eating too many sweets, he lies down in hopes of feeling better. He has a dream about a snack fantasyland where he eats as many sweets as he wants and ends up with a big stomachache. When he wakes up, he's happy to find out it was only a dream. When he asks for a healthy snack, his friends are happy to oblige!

7:00 AM **SESAME STREET (4114)**

No matter how you count Snow White's dwarves, there are always 7. To prove it, the dwarves even sing a song where they add themselves all together. A problem arises, though, when one of the dwarves has to leave. Snow White is very upset and doesn't know what to do. It's supposed to be Snow White and the 7 dwarves, not the 6 dwarves. Elmo doesn't want Snow White to give up, so he suggests that each time a dwarf leaves they be subtracted from the song. Snow White is hesitant at first, but it seems to be working. In the end, though, Snow White is left without any dwarves at all. She is really feeling down now, but Elmo has a great idea! Alan and 6 kids are going to add themselves together to become Snow White's 7 dwarves. Snow White loves this idea and everyone lives happily ever after!

8:00 AM **CYBERCHASE (503)** *Designing Mr. Perfect*

Frustrated that she can't find Mr. Perfect, The Wicked Witch sets out to design him, by turning a frog into her Prince Charming. Unknowingly, however, Wicked captures and transforms Digit instead of a frog. Her sympathetic wand, Wanda (Danica McKellar), secretly alerts the CyberSquad who jump into action. Their problems multiply when a jealous Hacker kidnaps their cyboid pal. The kids must design an invention that can do two things: navigate a perilous swamp AND get to the top of a tall cliff. Can they pull off the rescue before it's too late? **EDUCATIONAL OBJECTIVE:** Make a design - a plan for your invention - before you start building so you can make sure that it will function the way that you want it to.

8:30 AM **CURIOUS GEORGE (123)** *Ski Monkey/George The Grocer*

Ski Monkey - When a blizzard covers the country house with a foot of snow, George can't wait to get outside to play. But he soon learns that such deep snow isn't easy for a monkey to play in, until he learns how much fun it can be to ski, snowshoe and sled. **George the Grocer** - George really wants the toy oven he sees in the window at the toy store, but first, he has to find a job to earn money to buy it. Since neither Chef Pisghetti nor Mr. Glass need help, George decides to go to work at the Grocery Store. While George is pretty proud of the job he does helping customers, the grocer is pretty confused about who is causing such chaos in the aisles.

9:00 AM **CLIFFORD THE BIG RED DOG (220)** *Big Help/The Trouble with Kittens*

Cleo and T-Bone notice how often Clifford is able to use his large size to help out. But when the kittens, Billy and Betty, get stuck in a tree, the little dogs learn that you don't have to be big to be helpful. **THE TROUBLE WITH KITTENS:** When kittens Betty and Billy insist on playing in Mr. Bleakman's yard, Clifford does his best to keep them out.

9:30 AM **DRAGON TALES (307)** *Lucky Stone/Max Loves A Train*

Lucky Stone - Max and Emmy are skipping rocks from the edge of the river. They find a pretty heart-shaped stone and after admiring it, skip that one too! As they make their way down the riverbank, they come across a very gloomy Ord. Why so glum? Ord has lost his heart-shaped stone that will bring him luck when he does his flying tricks during fly-time in school today. How will he perform without it? The group splits up to find it: Max and Ord stay on land to practice Ord's flips while the rest of the gang embarks on an underwater adventure in search of the heart-shaped stone. Once they find the stone, Ord is thrilled and stows it safely in his pouch. As he is performing, the stone falls to the ground - but Ord doesn't notice and continues performing flawlessly! Ord learns that he doesn't need the stone after all - all he has to do is believe in himself. **Max Loves a Train** - Max loves trains and has his heart set on riding the Dragon Land Express. Outfitted in his engineer's hat, Max excitedly boards the front of the train so that he can pull the whistle on cue. Minutes into their ride through Dragon Land, the train stops abruptly. The gang is surprised to see that some of the tracks are missing! Max is terribly disappointed that he cannot continue his ride. As the friends set out to find the missing tracks, they come up with fun ways to help Max cope with his disappointment and sadness including forming an imaginary flying train that soars through the sky. When at last they find the tracks and resume their ride on the Dragon Land Express, Max pulls the whistle with excitement, but admits that their imaginary train was almost as much fun.

10:00 AM **IT'S A BIG BIG WORLD (133)** *Guardians of the Sappenwood Tree*

Guardians of the Sappenwood Tree - Winslow is looking for some branches for a project and finds a tree that has the perfect ones, but a dragonfly darts in front of him and won't let him touch the tree. Winslow and Snook visit Madge for an explanation and learn that the tree is a Sappenwood, a tree that is nearly extinct. Winslow and Bob decide that they would like to protect the tree with the dragonfly, so they all become Guardians of the Sappenwood Tree. Over the Hills and Far Away - Smooch decides that she wants to become an explorer and visit some places outside of the World Tree, and so she heads off to see the ocean. A worried Winslow finally finds her, and Smooch agrees that she needs to learn some more about geography before she is ready to be an explorer.

10:30 AM JAKERS! (211) *The World According to Molly*

Grown-up Aunt Molly, and drawings by 5-year old Molly, give a different perspective to Grandpa's stories, and reveal the strong influence Piggley had on his younger sister. EDUCATIONAL OBJECTIVE: What older kids do and say has a great impact on their younger siblings.

11:00 AM CAILLOU (426) *Fall Is in the Air*

Autumn brings fresh cool air and fun surprises. Caillou and Rosie have a ball playing in the piles of fallen leaves in the backyard. Come October, Caillou and Dad make a jack-o-lantern, Grandma bakes her grandkids a pumpkin pie, and Caillou goes trick-or-treating as an astronaut. In November, Thanksgiving seems like a big hassle until Mom and Dad explain its significance, which gets Caillou into the spirit. Caillou can't wait until he is old enough to go to school. Since Sarah has no brother or sister, she invites Caillou to a little brother or sister day at school. The school is big and Caillou is a little afraid. But with Sarah's help Caillou has a lot of fun, he even draws on the blackboard.

11:30 AM BOB THE BUILDER (311) *Playing in the Rain*

A weather report forecasts a storm. It's harvest time and Farmer Pickles is gathering hay in his field, but the barn where the hay is to be stored is about to collapse. Bob and team must fix the barn before the storm starts. Bob, Lofty and Scoop race against time to get Farmer Pickles' barn ready, while Muck helps Farmer Pickles load the hay onto a trailer. Will the can-do crew get the hay loaded in time? Also, Bob and the team are building a tennis court. Bob builds the umpire's seat and scoreboard at the Yard, while Wendy, Dizzy and Roley head off to lay the asphalt surface. Dizzy pours the green mixture onto the court and Roley rolls it flat. But after some mix-ups with Travis and Spud, Wendy and Scoop come back to find the court ruined! Will the team fix the court in time for a tennis match?

2:30 PM READING RAINBOW (1109) *Sign Painter's Dream*

In this episode of "Reading Rainbow" Levar goes to Broadway to look at the lights of Times Square. He visits the oldest sign making shop in the country showing how the signs are lit in Times Square. Levar also visits an advertising agency to show how an idea for an advertisement is developed and presented. Included in the program are television commercials from the past and present illustrating how advertising has changed throughout the years. The kids review the books "Sign Maker's Assistants," "I Read Signs," and "The Letter Jesters." The book "The Sign Painter's Dream," by Roger Roth is read by Jamie Farr.

3:00 PM BETWEEN THE LIONS (601) *Mrs. McNosh Hangs Up Her Wash/Knuffle Bunny*

The cubs find some unusual items on Mrs. McNosh's clothesline, but they're reluctant to turn over their favorite things for a good washing. Educational Goals: Highlights the joys of reading and introduces key literacy skills. Focuses on the sounds er/ir and -y, and features vocabulary words related to clothes and laundry.

3:30 PM CURIOUS GEORGE (122) *Curious George Takes A Vacation*

Curious George Takes a Vacation - The Man with the Yellow Hat and George are off to the airport to start their vacation. When they get there, they discover that all the flights are delayed, and there's a long wait ahead. But with sliding doors, moving sidewalks, luggage carousels and beeping carts, George decides that the airport is a great place to spend his whole vacation. Curious George and the One That Got Away - George and Mr. Quint discover a fresh water eel in the waters of Lake Wanasink Lake. When Bill finds out, he proposes a contest to see who can catch it first. George has no fishing pole so he makes one from things he finds around the house. He's determined to catch the eel so he can set it free.

4:00 PM DRAGON TALES (306) *Flip Flop/Just for Laughs*

Flip Flop - While rummaging through a Cave Swap (Dragon Land's version of a garage sale), Wheezie is fascinated by a golden two-headed statue. Zak argues with Wheezie about adding more junk to their collection. While holding onto the statue, they both wish that the other could understand how they feel. The golden statue begins to glow. Suddenly, Zak starts acting like Wheezie, and Wheezie starts acting like Zak! They've been flip-flopped, and only the statue can switch them back. They fight over the statue, causing it to land in the river and wash away. As they catch up with it, Zak and Wheezie experience life from each other's perspectives. Just before they wish to switch back, they admit to appreciating each other's feelings. Then with a ZAP and a swirl of light, the twins are swapped back! Just for Laughs - Today is the annual Dragon Land "Custard Egg Hunt." The gang must find

six eggs, which Quetzal will place in a special pot for a yummy, magical surprise. To find these eggs, they must interpret a rhyme with clues to their location. Quetzal has his hands full, since Cassie's mother has left her toddlers Kiki and Finn temporarily in his care. The gang volunteers to help watch the little ones and look for the eggs. The clues may be difficult, but everyone learns that keeping up with Finn and Kiki is even more of a challenge! After some initial toddler mischief, the gang decides to take turns watching Kiki and Finn while searching for the last few eggs. Thanks to the some surprise help from the toddlers and teamwork from the gang, they find all the eggs and Quetzal places them in his special pot. A little sprinkle of sparkly dust and ...surprise! The custard eggs turn into a big, rainbow flavored custard creme cake for everyone to enjoy.

4:30 PM ARTHUR (506) *The Election/Francine Goes to War*

"The Election"-- "I, Muffy Crosswire, do solemnly swear to uphold the office of the President of the United ..." Actually, it's only a mock election in Mr. Ratburn's class, but Muffy takes it just as seriously. How far will she go to win? "Francine Goes to War"-- Francine can't believe it. She gets in trouble no matter what she does -- thanks to the new nosy next-door neighbor! Will Francine get to play her drums or fight with her sister

5:00 PM CYBERCHASE (119) *Send in the Clones*

(topic: Multiplication) - Hacker's plan to clone himself so he can wreak havoc throughout cyberspace in many places at once, goes haywire when his newly invented Clonitron clones Delete instead of himself. But Hacker takes advantage of the mishap by sending the Delete clones to takeover the R-Fair City cybersite. To complicate matters, every time Delete sneezes - his clones multiply even more. As the problem escalates, the kids do the math to keep track of the number of clones as they increase. Meanwhile, Cy Clone, a famous clone catcher sent to the site by Motherboard, vacuums up the clones - while Digit tries to get the Clonitron away from Hacker. The Big Idea: Multiplication is just repeated addition. If you're having trouble multiplying, you can always add to find your answer.

THURSDAY, JANUARY 18

6:30 AM **BARNEY & FRIENDS (1008) *Counting and Letters***

Counting: BJ and Riff find a pirate map, but in order to find the treasure, they have to be able to count. Since Baby Bop hasn't learned to count yet, Barney offers to help teach her so she is not left behind. In the end, Baby Bop learns to count and realizes that feeling good about herself is the greatest treasure in the world! **Letters:** It's time for a music concert in the park. As Riff works on his "one-man band", the others make posters for the show. Everyone enjoys Riff's calypso rendition of a favorite song, and they all enjoy helping each other!

7:00 AM **SESAME STREET (4115)**

Today is Luis and Maria's wedding anniversary. They have decided to celebrate by having a picnic together. Little do they know, though, that it is "H" day on Sesame Street. First they get interrupted by Elmo, Zoe, and Big Bird singing about the letter "H," but they sneak off just in time and find another spot to have their picnic. Next the H-Man pops in and wants everyone to play "The Sound of H." Maria and Luis decide to join in, but while the others are still hopping along with the hopping honkers, they manage to sneak away again. At last they are going to have their picnic. This is until its time for the letter "H" dance, which just happens to be Luis and Maria's favorite dance which they did on their honeymoon- "The Hula." They decide to finish their picnic later and dance with everyone instead. Luis and Maria have a happy anniversary after all.

8:00 AM **CYBERCHASE (119) *Send in the Clones***

(topic: Multiplication) - Hacker's plan to clone himself so he can wreak havoc throughout cyberspace in many places at once, goes haywire when his newly invented Clonitron clones Delete instead of himself. But Hacker takes advantage of the mishap by sending the Delete clones to takeover the R-Fair City cybersite. To complicate matters, every time Delete sneezes - his clones multiply even more. As the problem escalates, the kids do the math to keep track of the number of clones as they increase. Meanwhile, Cy Clone, a famous clone catcher sent to the site by Motherboard, vacuums up the clones - while Digit tries to get the Clonitron away from Hacker. **The Big Idea:** Multiplication is just repeated addition. If you're having trouble multiplying, you can always add to find your answer.

8:30 AM **CURIOUS GEORGE (124) *Keep Out Cows/Curious George and the Missing Piece***

Keep Out Cows - George loves Leslie the cow but do she and her friends have to keep eating all those beautiful wildflowers that he wants to show The Man with the Yellow Hat? George works against time and the cows' appetites to come up with a wall strong enough to save the flowers. **Curious George and the Missing Piece** - When George discovers a bone buried in the ground, he's convinced it's got to be part of a dinosaur skeleton-but which one? When none of the dinosaurs in the museum are missing a piece, George uses his best scientific sleuthing skills to match the bone to the animal. Is the bone from a completely new kind of animal? And why is Charkie always chasing after him to steal that bone away?

9:00 AM **CLIFFORD THE BIG RED DOG (221) *Led Astray/Wedding Bell Blues***

LED ASTRAY: Clifford's new friend Artie is up to no good...and he talks Clifford into joining him. He "borrows" Cleo's favorite toy and helps digs a big hole. Clifford soon realizes that being friends with Artie isn't worth getting in trouble. **WEDDING BELL BLUES:** The children's teacher, Miss Carrington, is getting married and leaving the school. The kids imagine what their new, "interesting" teacher Mrs. Grumbly will be like.

9:30 AM **DRAGON TALES (308) *New Friend/El Dia Del Maestro***

A New Friend - There's a new Dragon in town-Lorca, a fun lovin', magic trick performin' extrovert who uses a purple wheelchair with sparkly wheels to get around. "I can't walk, so I roll instead!" The gang is fascinated by the wheelchair, since they've never really seen one before, but are even more fascinated by the amazing treasure map that Lorca reveals! Looks to be quite an adventure, so they all start out immediately to find the X that marks the spot. Along the way, the gang encounters obstacles that block their path, but through teamwork and quick thinking, they're able to help each other through the Forest of Darkness, over a quickly flowing river and across a field filled with "sleepytime fog!" And the buried prize? A box filled with spectacular kaleidoscopes resulting in the best treasure hunt ever! **El Dia del Maestro** - Every year, the students surprise Quetzal, on "El Dia del Maestro," the day of the teacher. Cassie's sister Sophie is supposed to help them make chalupas, Quetzal's favorite snack, while Enrique teaches the rest of the dragons a special song. When Cassie learns that Sophie cannot help with the chalupas, she thinks that Quetzal's party will be ruined until Emmy convinces her to organize the group herself. At first the process is a little rocky as Cassie is reluctant to take charge, but she forms an assembly line and acts as supervisor. The chalupas are ready, and so is the chorus at the School in the Sky. Everyone surprises Quetzal, who is very touched by his students' efforts. He tells Cassie that the chalupas are the best he's ever tasted, and beams as the chorus sings for him in Spanish and English.

10:00 AM **IT'S A BIG BIG WORLD (134) *Oko's Birthday/Spinning A Tale***

Madge lets everyone know that it is Oko's birthday, and they all want to get him the perfect present. After thinking about what Oko likes, they decide to put together a giant basket of fruit for him. But while they are waiting for Oko, Smooch and Winslow eat all of the fruit! When Oko arrives, he tells them it doesn't matter - being with his friends is the best present he could have. Spinning a Tale - When Bob and Wartz find a spider web, they decide that if a little spider can make a web to catch flies to eat, then they can make a "frog web" to catch flies for Wartz. But when they don't have success, Snook explains that spinning webs is a special ability that spiders have, and Wartz decides he'd better stick to catching flies like a frog - with his tongue.

10:30 AM JAKERS! (212) *Macarooned*

Grandpa Piggley recounts the story of the time he, Dannan and Ferry got "lost at sea," and were subsequently stranded on a remote island. With only their wits and ingenuity to aid them, the trio tend to their sea-sick chaperone, Finbarr Hornsby, and contend - Robinson Crusoe-like - with the hostile wilderness until Dad Winks can rescue them.

11:00 AM CAILLOU (427) *Knowing How*

Caillou learns the value of determination and the benefits of success! When Mom drives Sarah to her skating lesson, Caillou decides he wants to take skating lessons too! But the lessons are harder than Caillou expected, and if it weren't for the neato Zamboni, Caillou might not have gone back. When an invitation for Clementine's party accidentally ends up at Sarah's, Caillou learns the differences between the addresses of the two homes. Later, when Clementine tells Caillou how much she likes her older brother, Billy, to teach her things, Caillou sets out to teach something to Rosie. But this proves harder than Caillou thought, until Mom suggests he try the A-B-C song! Also, when Caillou's dawdling causes he, Mom and Rosie to be late going to the park, they end up missing Leo. So Dad suggests they make a game out of not dawdling, by using an egg timer for Caillou to race against when he gets ready for bed.

11:30 AM BOB THE BUILDER (312) *Light at the End of the Tunnel*

Bob, Scoop and Muck have to make repairs to a tunnel. When they arrive on site, Bob sends Muck ahead into the tunnel with a load of bricks. So far so good, but Bob's old generator breaks down, the light fails and Muck is left stranded. There's only one thing that Muck is afraid of --- the dark! Can Bob and the team talk Muck out of a sticky situation? Shifting some tiles in the yard, Bob and Lofty discover a bird's nest containing a solitary egg among a pile of old tires. Although this is not the safest place, Wendy explains that they cannot move the nest because it will frighten the mother bird away. The team organizes a bird-watch, but Dizzy doesn't want to leave; even when Bob needs some cement mixing. Can Dizzy learn to let the team help with the bird-watching too?

2:30 PM MR. ROGERS NEIGHBORHOOD (1529) *Week of Programs On Work*

In a grocery store, Fred Rogers tells children that "nobody can have everything he or she wants." In the Neighborhood of Make-Believe, Neighbors cope with just that dilemma as they make a decision about buying pipes or a pool.

3:00 PM BETWEEN THE LIONS (104) *Farmer Ken's Puzzle*

Lionel won't let Leona play a computer game for ages "7 and up" because she's "4 and down."

3:30 PM CURIOUS GEORGE (123) *Ski Monkey/George The Grocer*

Ski Monkey - When a blizzard covers the country house with a foot of snow, George can't wait to get outside to play. But he soon learns that such deep snow isn't easy for a monkey to play in, until he learns how much fun it can be to ski, snowshoe and sled. George the Grocer - George really wants the toy oven he sees in the window at the toy store, but first, he has to find a job to earn money to buy it. Since neither Chef Pisghetti nor Mr. Glass need help, George decides to go to work at the Grocery Store. While George is pretty proud of the job he does helping customers, the grocer is pretty confused about who is causing such chaos in the aisles.

4:00 PM DRAGON TALES (307) *Lucky Stone/Max Loves A Train*

Lucky Stone - Max and Emmy are skipping rocks from the edge of the river. They find a pretty heart-shaped stone and after admiring it, skip that one too! As they make their way down the riverbank, they come across a very gloomy Ord. Why so glum? Ord has lost his heart-shaped stone that will bring him luck when he does his flying tricks during fly-time in school today. How will he perform without it? The group splits up to find it: Max and Ord stay on land to practice Ord's flips while the rest of the gang embarks on an underwater adventure in search of the heart-shaped stone. Once they find the stone, Ord is thrilled and stows it safely in his pouch. As he is performing, the stone falls to the ground - but Ord doesn't notice and continues performing flawlessly! Ord learns that he doesn't need the stone after all - all he has to do is believe in himself. Max Loves a Train - Max loves trains and has his heart set on riding the Dragon Land Express. Outfitted in his engineer's hat, Max excitedly boards the front of the train so that he can pull the whistle on cue. Minutes into their ride through Dragon Land, the train stops abruptly. The gang is surprised to see that some of the tracks are missing! Max is terribly disappointed that he cannot continue his ride. As the friends set out to find the missing tracks, they come up with fun ways to help Max cope with his disappointment and sadness.

including forming an imaginary flying train that soars through the sky. When at last they find the tracks and resume their ride on the Dragon Land Express, Max pulls the whistle with excitement, but admits that their imaginary train was almost as much fun.

4:30 PM ARTHUR (507) *Sleep No More/Pet Peeved*

"Sleep No More" Have you ever been so excited that you couldn't sleep? Buster is convinced that Pizza Paula's all-you-can-eat contest_ free pizza for life!_ is his destiny. But how can he possibly win such an important contest without any sleep? "Pet Peeved" Binky volunteers to look after Francine's cat, Nemo, for the weekend. Boy, this'll be great_ all fun and games and surprise toys! But when Binky ignores Francine's cat-sitting instructions, Nemo has a few surprises in store of his own.

5:00 PM CYBERCHASE (213) *A Time to Cook*

Hacker finds the part he needs to fix his Magnetic Magnotube - a machine that would disable Motherboard forever - in a most unlikely place. All he has to do to get it is win a cooking contest on the hit cyberspace TV show, THE FEARLESS CHEF. Hacker's plan? To kidnap his competition. But the Cybersquad is on to him. The girls go on a rescue mission to save the Fearless Chef, while Matt and Digit take on Hacker. Digit is already a celebrity chef, so this should be a piece of cake. They must race the clock and Hacker to cook three delicious dishes in three outrageous locations. Will Digit beat Hacker? Only time will tell. Math Topic: Elapsed Time; NCTM Links: Measurement.

FRIDAY, JANUARY 19

6:30 AM **BARNEY & FRIENDS (1009) *Pets and Vets***

Pets: BJ learns that having a pet is a much bigger responsibility than he ever expected when he offers to take care of a friend's dog! When he accidentally loses the dog, everyone has to work together to find it!**Vets:** When Baby Bop's favorite teddy bear is torn, she wants to take him to the veterinarian for help. Barney and Riff pretend to be veterinarians. They show Baby Bop that there's nothing to be afraid of, because doctors and veterinarians are our friends too!

7:00 AM **SESAME STREET (4116)**

Elmo wants to play school, but who can be the teacher? Alan agrees to be Elmo's pretend teacher, while he's working at Hooper's Store. Mr. Alan first greets the class and then takes attendance, since this is what Elmo says happens in real school. Throughout Elmo's day, he gets to draw a picture, listen to Mr. Alan read a book and sing the alphabet song. Mr. Alan's school is getting very popular. Some kids have joined the class, along with Old MacDonald's goat and an elephant who has come all the way from Staten Island to learn how to rhyme. Elephant couldn't have done it without the greatest teacher in the whole world. Elmo also thanks his favorite teacher, Mr. Alan, for the best day of pretend school ever!

8:00 AM **CYBERCHASE (213) *A Time to Cook***

Hacker finds the part he needs to fix his Magnetic Magnotube - a machine that would disable Motherboard forever - in a most unlikely place. All he has to do to get it is win a cooking contest on the hit cyberspace TV show, THE FEARLESS CHEF. Hacker's plan? To kidnap his competition. But the Cybersquad is on to him. The girls go on a rescue mission to save the Fearless Chef, while Matt and Digit take on Hacker. Digit is already a celebrity chef, so this should be a piece of cake. They must race the clock and Hacker to cook three delicious dishes in three outrageous locations. Will Digit beat Hacker? Only time will tell. Math Topic: Elapsed Time; NCTM Links: Measurement.

8:30 AM **CURIOUS GEORGE (125) *Camping with Hundley/Curious George Vs. The Turbo***

Camping With Hundley - George loves his very first camping trip so much that he wants to go again as soon as possible. But The Man with the Yellow Hat is just too busy so the Doorman volunteers to take George and Hundley in his fancy trailer with GPS, satellite dish, and microwave. When a thunderstorm knocks out the power, George comes to the rescue by using his old-fashioned camping tools to help them make it through the rainy night and back home safely.**Curious George vs. The Turbo Python 3000** - George isn't tall enough to ride the greatest rollercoaster of all time, The Turbo Python 3000. He uses licorice whips to measure his height and determines that he is 7-whips tall, one short of the 8-whip minimum! As he nibbles on his licorice, George looks for different ways to grow. His efforts seem to pay off when he measures himself again until he realizes that it's not that his legs are longer, it's that his stomach is fuller.

9:00 AM **CLIFFORD THE BIG RED DOG (101) *My Best Friend/Cleo's Fair Share***

My Best Friend Emily decides she must find something "special" for Show and Tell. After an exhaustive search of Birdwell Island for the perfect thing, she learns that sometimes the best things in life are right under your nose. **Cleo's Fair Share** Cleo gets a new toy and doesn't want to share it. She soon learns that it's not so much fun playing with a new toy without your friends.

9:30 AM **DRAGON TALES (318) *All Together Now/Team Work***

Cassie's advice on finding activities that everyone can do together or asking for some alone time with Emmy, but Max continues to feel excluded. Finally, as Max is moping around waiting for Enrique and Emmy to return so that he can ride the giant twisty slide, Ord tells Max that he doesn't have to wait for them to have fun. Max decides to go on the slide all by himself, and before long, he is joined by the entire gang as they enjoy the twisty slide all together! **Team Work** - While searching for Gigggle Flowers, Zak and Wheezie happen upon a Stinkydink Bug, who sprays them with his bad smelling vapor. After blaming each other for their predicament, they decide to wash up in the river. Zak places both of their badges on what looks like rock. It turns out to be Speedy the Turtle. Speedy, repulsed by the lingering Stinkydink smell, attempts to escape it by walking away-unaware that the contaminated badges are on top of his shell. Zak and Wheezie try to catch up to Speedy, but their bickering wastes time and Speedy makes it across the river and into the Forest of Darkness. To get their badges back, the two must work together and make their badges shine in the dark so they can spot Speedy. With support from the gang, Zak and Wheezie finally listen to each other long enough to make their plan work. The badges are back where they belong! Problem solved!

10:00 AM **IT'S A BIG BIG WORLD (135) *Echoes/A Good Heartbeat***

Bob is on Broken Branch Leap calling out to the ants and is startled when a voice calls back to him and says that his name is also Bob. Bob and Wartz visit Madge and Snook to tell them about this other Bob and are very relieved to learn that what they heard was only an echo.**A Good Heartbeat** - Wartz and Winslow are racing through the tree, and when Wartz finally stops moving, his heart is beating fast. Wartz hears the ba-doom, ba-doom, and is afraid he has swallowed a drum. Bob runs off to get Snook's help,

and soon he thinks he has swallowed a drum also! Finally, Snook and Oko explain to the pair that what they are hearing is their heartbeats.

10:30 AM JAKERS! (208) *Hector's Hero*

After Dannan saves Hector from a mild mishap, a grateful, but ever-so- obnoxious Hector won't leave her alone, no matter what she says. EDUCATIONAL OBJECTIVE: It's important to respect someone's personal space.

11:00 AM CAILLOU (428) *Changing Plans*

Caillou learns to cope with change. It's raining outside but there is no stopping Caillou! He sees a robin catch a worm and is thrilled when he finds a worm of his own. When Leo calls to invite Caillou over to play, Caillou isn't sure at first if he wants to go since he's having such a great time by himself. Later, Caillou, Rosie and Mom are having fun at the park when the ice-cream man comes around. Caillou wants an ice-cream but the ice-cream man leaves before he can get there. On a suggestion from Dad, Caillou becomes the "ice-cream man." Also, Caillou just loves his Superbear storybook. When Caillou wants to hear it again and again, Dad explains that he has other things to do. Caillou decides to make up a story on his own and plays it out with Rosie. Then, Caillou is playing a board game with Mom and he gets a little upset when he discovers that she is going to win. He tries to change the rules but Mom stands her ground. These are the rules and you can't always win. Caillou is excited when Miss Martin takes him and his friends to the park for some special activities. All the rules are not easy to grasp, and the kids have a few comical mishaps in the process. Caillou discovers that you don't always have to win to be proud of yourself.

11:30 AM BOB THE BUILDER (313) *Well Done, Wendy*

Mrs. Broadbent's new 'granny' flat needs decorating before her mother arrives, but the decorators have not turned up. Ever helpful, Bob rashly offers to do it for her, even though he's never done any wallpapering. Wendy has been decorating his kitchen, so Bob asks if he can borrow her brushes, etc. Wendy is not sure that it's such a great idea, but Bob is convinced putting up wallpaper can't be that difficult, until he starts! Wendy goes to see how he's getting on and finds a terrible mess. Tactfully, she suggests he take a lunch break, whilst she 'tidies the place up'. As soon as the relieved Bob has gone, Wendy gets to work. On his way back from lunch Bob bumps into Mrs. B., eager to know how things are going. Assuming the flat is as he left it, he tries to stop her entering. Undeterred, Mrs. B. opens the door - and thanks Bob profusely for doing a wonderful job! Surprised, Bob follows and discovers Wendy standing in a beautifully wallpapered flat. He tells Mrs. B. her thanks are due to Wendy, not him. Mrs. B. congratulates the bashful twosome on being a talented pair.

3:00 PM BETWEEN THE LIONS (106) *The Hopping Hen*

Everyone in the library goes crazy after Lionel puts up signs about new rules.

3:30 PM CURIOUS GEORGE (124) *Out Cows/Curious George and the Missing Piece*

Keep Out Cows/Curious George and the Missing Piece Keep Out Cows - George loves Leslie the cow but do she and her friends have to keep eating all those beautiful wildflowers that he wants to show The Man with the Yellow Hat? George works against time and the cows' appetites to come up with a wall strong enough to save the flowers. Curious George and the Missing Piece - When George discovers a bone buried in the ground, he's convinced it's got to be part of a dinosaur skeleton-but which one? When none of the dinosaurs in the museum are missing a piece, George uses his best scientific sleuthing skills to match the bone to the animal. Is the bone from a completely new kind of animal? And why is Charkie always chasing after him to steal that bone away?

4:00 PM KIDS' PICKS ()

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5:00 PM CYBERCHASE (303) *A World Without Zero*

Why does glamorous Gollywood go ga-ga when a nobody like Mister Z skips town? It's a fiendish Hacker scheme, of course. Because of a poison pen campaign devised by Hacker, Mister Z feels worthless and unwanted. He decides to leave Gollywood, taking his zeroes with him. The sudden disappearance of the number zero causes confusion and chaos, exactly as Hacker planned. As Hacker becomes the biggest star in Gollywood, the kids and Digit must show Mister Z he does indeed have a value by demonstrating the importance of the number zero.

SUNDAY, JANUARY 21

6:30 AM MAKE WAY FOR NODDY (320) *The Great Goblin Switch/Noddy and the Naughty Box*

The Great Goblin Switch - Noddy and Tessie Bear are liked by everyone in Toy Town. Sly and Gobbo are envious of them so they magically transform themselves into doubles of Noddy and Tessie Bear. It can only mean trouble! Noddy and the Naughty Box - Noddy sets out to deliver a big "mysterious" box with no address and he soon suspects that the box is playing practical jokes. When he realizes that it belongs to the Goblins, Noddy delivers the package anyway

7:00 AM BIG COMFY COUCH (714)

7:30 AM CLIFFORD'S PUPPY DAYS (209) *Clifford's Little Friend/Tricky Business*

Clifford's Little Friend: After promising to play with little Lewis Sidarsky, Clifford gets into a game of ball with his older friends that Lewis is too small to play. When he realizes Lewis has disappeared, Clifford must find his friend, apologize and make amends. Tricky Business: While babysitting for Emily Elizabeth, Evan mistakenly believes he has made Clifford really disappear with his new magic trick kit. Instead of telling Emily Elizabeth about it right away, he tries to keep her distracted while he frantically tries to find the little pup.

8:00 AM THOMAS AND FRIENDS (307) *Imagination*

It is winter on the Island of Sodor and Henry is disappointed not to be chosen to pull some heavy loads for Farmer McColl. Gordon gets the job and boasts that he is the strongest engine. The other engines tell Gordon that he'll soon see just how strong Big Strong Henry is, a promise that has Henry worried. Henry's friends soon find a way for Henry to prove his strength to Gordon - by pulling Farmer McColl's loads so Gordon can see. This makes Gordon cross and Henry decides he quite likes being Big Strong Henry. Henry takes his heaviest load yet, twenty trucks of hay bales, up a hill - but they're too heavy! The trucks derail at the bottom of the hill, while Gordon takes his last heavy load, some cows. Henry is very sorry for causing trouble, but spots that Gordon has puffed away leaving one of his trucks is open - letting all the cows escape! Clever Henry uses his hay to lead the cows all the way to Farmer McColl's proving that you don't need to be strong to be useful! Thomas is to give train rides at a children's fancy dress party. He daydreams about what costume to wear. A trip to the washdown gives him the idea to go as a big bubble bath, but the bubbles get into his eyes and he crashes into Toby, who is carrying taffy for the taffy apples. Toby is damaged so Thomas offers to take the taffy for Toby. On his way to the party Thomas again daydreams about what costume to wear. He doesn't see some points have changed and races into a siding. He hits the buffers and taffy goes all over him. Thomas is running late so takes a shortcut down an old overgrown line. Branches and leaves stick to him. Thomas arrives at the party with the taffy just in time. He's sorry to be in such a mess. But the children say that he looks like a big leafy bush - he has come in fancy dress after all. Peep peep!

8:30 AM BOB THE BUILDER (409) *A New Job for Roley*

PL The crew is busy building Annie's house on the beach when Muck challenges Scoop to a sandcastle building contest. Scoop loves to build and excitedly creates an elaborate sand sculpture of himself, while Muck, only manages to dig a big hole. Spud, always ready to help a friend, convinces Muck to build something better out of drift wood and Muck loses track of time, forgetting about her responsibilities to collect tile for Annie's house. Will Annie be able to have her house completed or has Muck's pride gone too far this time? It's apple harvesting time on Farmer Pickles' orchard and everyone has a job - everyone that is, except Roley who is eager to help in any way he can. He has an idea to pick apples quickly by shaking the apples from the trees but accidentally flattens the stone wall instead. Is there something that Roley can do to show how sorry he is or is this one job where Roley is more trouble than help?

9:00 AM FRANNY'S FEET (112) *Bright Idea/Iguana Play Paddleball*

A) Franny travels to the mountains where she meets Adam, a boy who's camping with his older brother. Adam wants to be a good camper like his brother, but can't seem to do anything right. His fire logs collapse, and he accidentally leaves the picnic food out for the ants. But when the tent blows down, and the flashlight runs out of batteries, Adam's creative thinking saves the day - and he realizes that he's an excellent camper after all. In Franny's Treasures, Franny and Bobby help the audience learn about insects, including fireflies, ants, bees, and butterflies. B) Franny travels to the Galapagos Islands, where she makes friends with a seal and a giant tortoise. They invite her to play paddleball, but won't chase after the ball because they fear they'll run into the monster that lives in the rocks. Franny discovers that the monster is actually a friendly, but lonely, iguana. Franny makes the introductions - and they all become good friends. In Franny's Treasures, Franny and Bobby help the audience to learn more similarities and differences among seals, tortoises, and iguanas.

9:30 AM POSTCARDS FOR BUSTER (206) *Capital Egg Hunt (Washington, D.C.)*

Buster visits our nation's capital for where he meets Keith, Adrianna, Morgan and Jamal. They invite him to an Easter egg hunt, Easter dinner and Easter Monday, an annual celebration of African animals, traditions and foods at the National Zoo. Buster says yes to all invitations and learns a lesson in time management.

10:00 AM ARTHUR (801) *Dear Adil/Bitzi's Break-Up*

Dear Adil - Arthur's worried that his letters to his new Turkish pen pal, Adil, will be boring. After all, how can Elwood City compare to Arthur's fantastical ideas about Turkey, where he imagines Adil riding a camel to school ... and eating lambs-eyes! But are Arthur's notions about Adil's life even close to the truth? Bitzi's Break-Up - Bitzi's breaking up with her boyfriend and Buster is really sad. Harry is his favorite baseball buddy! Can Buster get them back together in time for the next game? And, more importantly, will Buster and Harry be able to stay friends?

10:30 AM MAYA AND MIGUEL ()

11:00 AM CYBERCHASE (204) *True Colors*

Hacker becomes a good guy! Can this possibly be true? A new, reformed Hacker runs for election against Motherboard, claiming to have done five good deeds, and promising to turn over a new leaf. Can the kids find a counter example that proves Hacker is lying - or will he be elected the new ruler of cyberspace? Guest voice: Al Roker as "Sam Vander Rom." The Big Idea: When people use words like always, never, all, or none to claim something is true, be suspicious! Such claims are often false, and you need only a single counter example to disprove them. Math Topic: Counter Examples NCTM Link: Reasoning & Proof.

MONDAY, JANUARY 22

6:30 AM **BARNEY & FRIENDS** (1010) *Winter and Summer*

Winter: When Baby Bop is surprised by the first day of cold weather, it's Barney that helps her see winter can be a wonderful time for fun. Baby Bop is getting discouraged, wondering if it will ever snow! Then, when she least expects it...the snow begins to fall! Summer: On a hot summer day, Barney teaches BJ about all the fun activities you can do during the summer. BJ gets so excited that he corrals Riff into joining him to do a whole summer's worth of activities, all in one day! With some help from Baby Bop and the children, Barney teaches BJ that summer means relaxation, too!

7:00 AM **SESAME STREET** (4096) *Mexico On Sesame Street*

Rosita is feeling homesick for her abuela and for Mexico. Seeing how much Rosita misses Mexico and her abuela, Big Bird and friends decide to bring Mexico to her by decorating Sesame Street to look just like Mexico! They also bring in authentic Mexican food and Luis sings a traditional Mexican song. Rosita is truly surprised and grateful when she realizes what everyone has done. To everyone's surprise, Rosita's abuela shows up too! She missed Rosita so much that she had to fly in to see her. Rosita couldn't be happier! They all continue the fiesta together.

8:00 AM **CYBERCHASE** (303) *A World Without Zero*

Why does glamorous Gollywood go ga-ga when a nobody like Mister Z skips town? It's a fiendish Hacker scheme, of course. Because of a poison pen campaign devised by Hacker, Mister Z feels worthless and unwanted. He decides to leave Gollywood, taking his zeroes with him. The sudden disappearance of the number zero causes confusion and chaos, exactly as Hacker planned. As Hacker becomes the biggest star in Gollywood, the kids and Digit must show Mister Z he does indeed have a value by demonstrating the importance of the number zero.

8:30 AM **CURIOUS GEORGE** (122) *Curious George Takes A Vacation*

Curious George Takes a Vacation - The Man with the Yellow Hat and George are off to the airport to start their vacation. When they get there, they discover that all the flights are delayed, and there's a long wait ahead. But with sliding doors, moving sidewalks, luggage carousels and beeping carts, George decides that the airport is a great place to spend his whole vacation. Curious George and the One That Got Away - George and Mr. Quint discover a fresh water eel in the waters of Lake Wanasink Lake. When Bill finds out, he proposes a contest to see who can catch it first. George has no fishing pole so he makes one from things he finds around the house. He's determined to catch the eel so he can set it free.

9:00 AM **CLIFFORD THE BIG RED DOG** (219) *Flood of Imagination/Lights Out*

Flood of Imagination - It's raining and Cleo's going stir-crazy with boredom! But Clifford comes to her rescue by helping her to imagine an exciting action/adventure story. Lights Out - Mr. Bleakman and Clifford save the day when a big power failure threatens to paralyze Birdwell Island.

9:30 AM **DRAGON TALES** (306) *Flip Flop/Just for Laughs*

Flip Flop - While rummaging through a Cave Swap (Dragon Land's version of a garage sale), Wheezie is fascinated by a golden two-headed statue. Zak argues with Wheezie about adding more junk to their collection. While holding onto the statue, they both wish that the other could understand how they feel. The golden statue begins to glow. Suddenly, Zak starts acting like Wheezie, and Wheezie starts acting like Zak! They've been flip-flopped, and only the statue can switch them back. They fight over the statue, causing it to land in the river and wash away. As they catch up with it, Zak and Wheezie experience life from each other's perspectives. Just before they wish to switch back, they admit to appreciating each other's feelings. Then with a ZAP and a swirl of light, the twins are swapped back! Just for Laughs - Today is the annual Dragon Land "Custard Egg Hunt." The gang must find six eggs, which Quetzal will place in a special pot for a yummy, magical surprise. To find these eggs, they must interpret a rhyme with clues to their location. Quetzal has his hands full, since Cassie's mother has left her toddlers Kiki and Finn temporarily in his care. The gang volunteers to help watch the little ones and look for the eggs. The clues may be difficult, but everyone learns that keeping up with Finn and Kiki is even more of a challenge! After some initial toddler mischief, the gang decides to take turns watching Kiki and Finn while searching for the last few eggs. Thanks to the some surprise help from the toddlers and teamwork from the gang, they find all the eggs and Quetzal places them in his special pot. A little sprinkle of sparkly dust and ...surprise! The custard eggs turn into a big, rainbow flavored custard creme cake for everyone to enjoy.

10:00 AM **IT'S A BIG BIG WORLD** (132) *The Hatch/Sounds of the Forest*

The Hatch - Burdette shows Smooch and Winslow the shell of the egg she hatched from and asks them where their eggshells are. Thinking that they have lost them, the monkeys search the World Tree for their shells, learning about fish, frog, and turtle eggs along the way. Finally, Snook takes them to Madge's, where they find out that mammals aren't hatched from shells, but born, so they didn't lose anything after all! Sounds of the Forest - Wartz moves into a new log, but after his first day there he is

exhausted - he keeps hearing mysterious whistling and knocking noises and he can't sleep. Madge explains that wind passing over holes in the log is causing the whistling, and later Wartz discovers the source of the knocking - it's Winslow who's preparing to give a concert with the new instrument he has made.

10:30 AM JAKERS! (209) *Mind Your Manners*

Dannan is thrilled when the children are invited to a big party hosted by Mr. McGanrdy for his cousin, the Ambassador to Denmark, but Piggley's lack of social graces almost ruins the day. EDUCATIONAL OBJECTIVES: To learn appropriate behavior in different situations.

11:00 AM CAILLOU (429) *Sounds and Music!*

When Caillou visits Clementine, he is impressed to see Billy practicing on a Tuba. Soon, Billy's marching band mates arrive to practice. Clementine and Caillou wish they could join in too. They make their own pretend horns with cardboard tubes. Also, on a winter evening, a strange sound grabs Caillou's attention. He follows the sound to find out its source. Caillou continues his search and discovers Gilbert in his room, having a great time playing with a baby toy. Later, Caillou goes up to the attic with Mom and finds a box containing a teddy bear and a music box. Caillou and Rosie find a way to share these treasures. Caillou gets a special invitation to go to Andre's gym class. A little intimidated at first, Caillou tries his best and ends up having great fun. Caillou finds the leap-frog exercise difficult but he keeps trying and finally succeeds. Caillou learns to deal with a change in plans, when Daddy has to use the car and Mommy and Caillou have to take the subway. Caillou has fun checking out the map, getting tickets and listening to the musicians! In fact he has so much fun, he and Mom decide to take the subway home!

11:30 AM BOB THE BUILDER (401) *Bats and Bunkhouses*

Just as Bob and the team are finishing refurbishing the old watermill, Dizzy hears a squeaking noise coming from inside the top of the mill, there are bats in the mill! Dizzy is so eager to see the bats that she gets distracted from her work and makes a terrible mess, only to find out that bats only come out at night. Can Dizzy and the team get the mill running and find a way to see the bats? The team is busy building a bunkhouse for Farmer Pickles' new guests who will be helping with the sunflower harvest. Lofty's job is very important, lifting and laying the logs to make the bunkhouse. When the work is done, there are plans for a campfire sing-along, in which Lofty will be the star! Lofty is very nervous at the thought of singing in front of everyone. Will Lofty find the time to get his work done and practice his singing before the campfire begins?

2:30 PM READING RAINBOW (1009) *Once There Was A Tree*

In This episode of Reading Rainbow, Levar show the kids about the life and growth of trees. From the wilderness to our own back yard, Levar points out how trees grow while creating and sustaining other forms of life. The featured book is "Once There Was a Tree", written by Natalia Romanova and read by Eli Wallach. There is also a segment on how Maple syrup is collected in the Northeast. Finally, the kids review the books, THE TREMENDOUS TREE; RED LEAF, YELLOW LEAF and THE TREE IN THE WOODS.

3:00 PM BETWEEN THE LIONS (108) *The Boy Who Cried Wolf*

Lionel and Leona show a shepherd boy from a storybook how to cry " Wolf!" when his sheep are threatened, and then he doesn't stop!

3:30 PM CURIOUS GEORGE (125) *Camping with Hundley/Curious George Vs. The Turbo*

Camping With Hundley - George loves his very first camping trip so much that he wants to go again as soon as possible. But The Man with the Yellow Hat is just too busy so the Doorman volunteers to take George and Hundley in his fancy trailer with GPS, satellite dish, and microwave. When a thunderstorm knocks out the power, George comes to the rescue by using his old-fashioned camping tools to help them make it through the rainy night and back home safely. Curious George vs. The Turbo Python 3000 - George isn't tall enough to ride the greatest rollercoaster of all time, The Turbo Python 3000. He uses licorice whips to measure his height and determines that he is 7-whips tall, one short of the 8-whip minimum! As he nibbles on his licorice, George looks for different ways to grow. His efforts seem to pay off when he measures himself again until he realizes that it's not that his legs are longer, it's that his stomach is fuller.

4:00 PM DRAGON TALES (318) *All Together Now/Team Work*

All Together Now - An exciting day at the Dragon Land Carnival is less than fun for Max, who is feeling left out when it seems that Enrique and Emmy would rather spend time with each other than with him. Max follows Quetzal and Cassie's advice on finding activities that everyone can do together or asking for some alone time with Emmy, but Max continues to feel excluded. Finally, as Max is moping around waiting for Enrique and Emmy to return so that he can ride the giant twisty slide, Ord tells Max that he doesn't have to wait for them to have fun. Max decides to go on the slide all by himself, and before long, he is joined by the entire gang as they enjoy the twisty slide all together! Team Work - While searching for Giggie Flowers, Zak and Wheezie happen upon a Stinkydink Bug, who sprays them with his bad smelling vapor. After blaming each other for their predicament, they decide to wash

up in the river. Zak places both of their badges on what looks like rock. It turns out to be Speedy the Turtle. Speedy, repulsed by the lingering Stinkydink smell, attempts to escape it by walking away-unaware that the contaminated badges are on top of his shell. Zak and Wheezie try to catch up to Speedy, but their bickering wastes time and Speedy makes it across the river and into the Forest of Darkness. To get their badges back, the two must work together and make their badges shine in the dark so they can spot Speedy. With support from the gang, Zak and Wheezie finally listen to each other long enough to make their plan work. The badges are back where they belong! Problem solved!

4:30 PM ARTHUR (509) *Just Desserts/The Big Dig*

"Just Desserts" Arthur has a hard time resisting sweets, and one evening his overindulgence wins him an upset stomach and a series of rather "Grimm" dreams_ starring Mr. Ratburn as a child-eating witch, the Tibbles as seven dwarves, and a fearsome giant made entirely of food! "The Big Dig" Arthur and D.W. used to love it when Grandpa Dave came to visit _ but now he only wants to sleep and play checkers. Then one day Grandpa Dave shares a secret map, and Arthur and D.W. hunt for a buried treasure and discover some family history.

5:00 PM CYBERCHASE (302) *The Borg of the Ring*

The long lost Totally Rad Ring of Radopolis has been found...and is soon swiped by Hacker. This powerful crown will grant the wearer his heart's desire, and Hacker is a cyborg who wants it all. From a new head of gorgeous hair to total cyberdomination, Hacker enjoys wreaking havoc with his new Ring. While racing to reclaim the Ring, the CyberSquad meets a mysterious teenborg named Slider. He seems nice, but whose side is he really on? The kids must all work together to get the Ring back from Hacker and put it inside the Circle of Supreme Safety before Hacker destroys Motherboard once and for all. But the Ring must be placed in the exact center of the circle -- only then will it be safe from those who wish to use its power to harm others.

TUESDAY, JANUARY 23

6:30 AM **BARNEY & FRIENDS (1011)** *Caring and Rhythm*

It's a very special day at the Park...it's Barney's birthday, and there are surprises around every corner. When Barney begins to open his presents, Riff worries that his "handmade" gift won't be good enough. In the end, Barney loves Riff's gift and reminds everyone that the best gift of all is one that comes from the heart! Rhythm: Baby Bop is practicing her marching because she will be joining a real marching rhythm band. The problem is she can't keep the beat. Barney, BJ and Riff help Baby Bop learn about rhythm just in time for her to join the band.

7:00 AM **SESAME STREET (4117)**

Elmo is celebrating the letter of the day "J" by changing his name to Jelmo and jumping around. He jumps right over to the Fix-It Shop to see if Maria is fixing anything that begins with the letter "J". Just then someone comes in to get his juicer fixed because he has a Juice Lovers Club meeting in an hour. Unfortunately, his juicer will only play the Jitterbug instead of making juice. Not to worry, though, the Jitterbug is great to dance to. Jelmo jumps off again and meets Big Bird who is telling the nursery rhyme "Mary Had a Little Lamb." Jelmo explains that the letter of the day is "J" so with the help of Mary, a jar of jam, and the birdketeers they decide to change the nursery rhyme to "Jenny Had a Little Jam." Finally, Jelmo gets very tired from all of his jumping and decides to just rest. Sometimes the letter of the day can be exhausting.

8:00 AM **CYBERCHASE (302)** *The Borg of the Ring*

The long lost Totally Rad Ring of Radopolis has been found...and is soon swiped by Hacker. This powerful crown will grant the wearer his heart's desire, and Hacker is a cyborg who wants it all. From a new head of gorgeous hair to total cyberdomination, Hacker enjoys wreaking havoc with his new Ring. While racing to reclaim the Ring, the CyberSquad meets a mysterious teenborg named Slider. He seems nice, but whose side is he really on? The kids must all work together to get the Ring back from Hacker and put it inside the Circle of Supreme Safety before Hacker destroys Motherboard once and for all. But the Ring must be placed in the exact center of the circle -- only then will it be safe from those who wish to use its power to harm others.

8:30 AM **CURIOUS GEORGE (123)** *Ski Monkey/George The Grocer*

Ski Monkey - When a blizzard covers the country house with a foot of snow, George can't wait to get outside to play. But he soon learns that such deep snow isn't easy for a monkey to play in, until he learns how much fun it can be to ski, snowshoe and sled. George the Grocer - George really wants the toy oven he sees in the window at the toy store, but first, he has to find a job to earn money to buy it. Since neither Chef Pisghetti nor Mr. Glass need help, George decides to go to work at the Grocery Store. While George is pretty proud of the job he does helping customers, the grocer is pretty confused about who is causing such chaos in the aisles.

9:00 AM **CLIFFORD THE BIG RED DOG (220)** *A Big Help/The Trouble with Kittens*

BIG HELP: Cleo and T-Bone notice how often Clifford is able to use his large size to help out. But when the kittens, Billy and Betty, get stuck in a tree, the little dogs learn that you don't have to be big to be helpful. THE TROUBLE WITH KITTENS: When kittens Betty and Billy insist on playing in Mr. Bleakman's yard, Clifford does his best to keep them out.

9:30 AM **DRAGON TALES (307)** *Lucky Stone/Max Loves A Train*

Lucky Stone - Max and Emmy are skipping rocks from the edge of the river. They find a pretty heart-shaped stone and after admiring it, skip that one too! As they make their way down the riverbank, they come across a very gloomy Ord. Why so glum? Ord has lost his heart-shaped stone that will bring him luck when he does his flying tricks during fly-time in school today. How will he perform without it? The group splits up to find it: Max and Ord stay on land to practice Ord's flips while the rest of the gang embarks on an underwater adventure in search of the heart-shaped stone. Once they find the stone, Ord is thrilled and stows it safely in his pouch. As he is performing, the stone falls to the ground - but Ord doesn't notice and continues performing flawlessly! Ord learns that he doesn't need the stone after all - all he has to do is believe in himself. Max Loves a Train - Max loves trains and has his heart set on riding the Dragon Land Express. Outfitted in his engineer's hat, Max excitedly boards the front of the train so that he can pull the whistle on cue. Minutes into their ride through Dragon Land, the train stops abruptly. The gang is surprised to see that some of the tracks are missing! Max is terribly disappointed that he cannot continue his ride. As the friends set out to find the missing tracks, they come up with fun ways to help Max cope with his disappointment and sadness including forming an imaginary flying train that soars through the sky. When at last they find the tracks and resume their ride on the Dragon Land Express, Max pulls the whistle with excitement, but admits that their imaginary train was almost as much fun.

10:00 AM **IT'S A BIG BIG WORLD (133)** *Guardians of the Sappenwood Tree*

Guardians of the Sappenwood Tree - Winslow is looking for some branches for a project and finds a tree that has the perfect ones, but a dragonfly darts in front of him and won't let him touch the tree. Winslow and Snook visit Madge for an explanation

and learn that the tree is a Sappenwood, a tree that is nearly extinct. Winslow and Bob decide that they would like to protect the tree with the dragonfly, so they all become Guardians of the Sappenwood Tree. Over the Hills and Far Away - Smooch decides that she wants to become an explorer and visit some places outside of the World Tree, and so she heads off to see the ocean. A worried Winslow finally finds her, and Smooch agrees that she needs to learn some more about geography before she is ready to be an explorer.

10:30 AM JAKERS! (210) *Tale Spinner*

When Piggley's substitute teacher assigns them to write a two page true story - he doesn't take it seriously. After all, story-telling comes easy to him so he can do the work the last minute. But when the substitute teacher turns out to be an inspiration to the class, Piggley learns to value his story telling gift and to work harder at it. EDUCATIONAL OBJECTIVE: Talent is great but you still have to do the work to make it happen.

11:00 AM CAILLOU (430) *I'm Learning*

Jonas, a friend of Dad's and a real cowboy, has invited the family to visit his ranch. Caillou learns a lot about horses, and he even gets to brush a pony named Lucky. When Dad's burning toast triggers the fire alarm, he decides it is the perfect opportunity to practice a fire drill. Caillou gets the family together to go over a basic evacuation plan, and happily spends the afternoon pretending to be a firefighter. Later, Caillou accompanies Mom to the grocery store and brings along some money from his piggybank. Caillou finds a way to spend his money: he gets his face painted by a lady at the store. Caillou and his Mommy are preparing a picnic lunch. Caillou would like to leave right away, but it's not lunchtime yet and Mom and Dad have other things to finish before they leave. To help Caillou wait, Dad gives him a small alarm clock and a special assignment: to let everybody know when it's noon. When Mr. Hinkle has a tree cut down, Caillou is afraid his swing tree is next! Dad decides to plant a new tree so it's a trip to the Nursery. Caillou learns about the differences between trees with needles and leaves.

11:30 AM BOB THE BUILDER (402) *Shelters and Bridges*

When Sumsy and Travis decide they need a machine shelter too, Spud steps in to help. But each time they think they've gathered surplus materials from the old willow tree, they need to share them with Bob for various new building projects. Eager to have a shelter, Sumsy must find a new way to get the materials she needs! Bob and the can-do crew are working on a very exciting job - a bridge - and Bob has promised Scrambler he can be the first machine to ride across it. Desperate to get the job done as fast as possible, Scrambler rushes off - while Dizzy struggles to keep up, skidding off the path and into the river. Can Scrambler save her without slowing everyone down?

2:30 PM MR ROGERS NEIGHBORHOOD (1507) *Friends*

Rogers visits with his friend and Neighbor Mr. McFeely. They go to Betty Aberlin's house to watch Betty's friend, Mary Jo Barron, teach a group of children some games and songs. In the Neighborhood of Make-Believe, a flying turkey delivers a message to Lady Elaine Fairchilde and Robert Troll.

3:00 PM BETWEEN THE LIONS (109) *Wuzzy, Wuzzy?*

Fuzzy Wuzzy was a bear. Fuzzy Wuzzy had no hair. Fuzzy Wuzzy wasn't fuzzy, was he? Well, was he?

3:30 PM CURIOUS GEORGE (122) *Curious George Takes A Vacation*

Curious George Takes a Vacation - The Man with the Yellow Hat and George are off to the airport to start their vacation. When they get there, they discover that all the flights are delayed, and there's a long wait ahead. But with sliding doors, moving sidewalks, luggage carousels and beeping carts, George decides that the airport is a great place to spend his whole vacation. Curious George and the One That Got Away - George and Mr. Quint discover a fresh water eel in the waters of Lake Wanasink Lake. When Bill finds out, he proposes a contest to see who can catch it first. George has no fishing pole so he makes one from things he finds around the house. He's determined to catch the eel so he can set it free.

4:00 PM DRAGON TALES (306) *Flip Flop/Just for Laughs*

Flip Flop - While rummaging through a Cave Swap (Dragon Land's version of a garage sale), Wheezie is fascinated by a golden two-headed statue. Zak argues with Wheezie about adding more junk to their collection. While holding onto the statue, they both wish that the other could understand how they feel. The golden statue begins to glow. Suddenly, Zak starts acting like Wheezie, and Wheezie starts acting like Zak! They've been flip-flopped, and only the statue can switch them back. They fight over the statue, causing it to land in the river and wash away. As they catch up with it, Zak and Wheezie experience life from each other's perspectives. Just before they wish to switch back, they admit to appreciating each other's feelings. Then with a ZAP and a swirl of light, the twins are swapped back! Just for Laughs - Today is the annual Dragon Land "Custard Egg Hunt." The gang must find six eggs, which Quetzal will place in a special pot for a yummy, magical surprise. To find these eggs, they must interpret a rhyme with clues to their location. Quetzal has his hands full, since Cassie's mother has left her toddlers Kiki and Finn temporarily in his care. The gang volunteers to help watch the little ones and look for the eggs. The clues may be difficult, but everyone learns that

keeping up with Finn and Kiki is even more of a challenge! After some initial toddler mischief, the gang decides to take turns watching Kiki and Finn while searching for the last few eggs. Thanks to the some surprise help from the toddlers and teamwork from the gang, they find all the eggs and Quetzal places them in his special pot. A little sprinkle of sparkly dust and ...surprise! The custard eggs turn into a big, rainbow flavored custard creme cake for everyone to enjoy.

4:30 PM ARTHUR (510) *Arthur's Family Feud/Muffy Gets Mature*

"Arthur's Family Feud" Who ruined Dad's perfect souffl? The only thing Arthur and D.W. can agree on is that poor Pal was an unwitting accomplice. To solve this whodunit, Mom and Dad listen to both sides and the siblings demonstrate some very imaginative storytelling! "Muffy Gets Mature" When Muffy starts reading Mature Miss magazine, she searches for more sophisticated friends _ and finds worldlier companionship in the form of Francine's teenaged sister and her cool cohorts. But is Muffy in over her head?

5:00 PM CYBERCHASE (407) *The Case of the Missing Memory*

Under the guise of a peace mission, Wicked arrives at Control Central with a handful of bad guys. But someone's up to no good, and steals Motherboard's precious Memory Integrator. Whodunit? Where is it?? And what does it look like??? Digit and the kids must figure out what they know - what they don't know - and what they need to know. Can they do it all before Motherboard's memory is lost forever? EDUCATIONAL OBJECTIVE: When faced with a problem, make sure you have all the information you need to solve it.

WEDNESDAY, JANUARY 24

6:30 AM **BARNEY & FRIENDS (1012) *Playing Games and Fun with Reading***

Playing Games: Baby Bop has trouble following the rules and taking turns while playing games, so Barney and Riff help her learn how to follow the rules. In the end, Baby Bop and BJ have fun playing together, and Baby Bop learns that rules make games fun for everyone! **Fun with Reading:** BJ hurts his toe while pretending to be Captain Pickles. When Barney suggests he rest in the caboose, BJ becomes frustrated, as he'd rather be outside playing. Barney reminds him of the wonderful world of books, and the little dinos decide to write a book of their own...based on the exciting true-life adventures of Captain Pickles!

7:00 AM **SESAME STREET (4072) *Gabi Becomes A Temporary Playdate***

Gabi agrees to help Alan at Mr. Hoopers but as she is on her way there she gets sidetracked helping lots of other friends as well. She stops to sing a song with Elmo and act like a chicken because Zoe has not shown up for Elmo's play date. Next, she acts grouchy with Oscar since he had plans with Grundgetta but she has not arrived. Gabi manages to act very Grouchy with Oscar and Oscar is thoroughly impressed. Next, Gabi meets Snuffy who is waiting for Big Bird. Gabi agrees to play "Rhyme and Stomp" with Snuffy as he waits. Finally, Gabi is able to help Alan just before the Penguins arrive for snacks after their big baseball game. Martina McBride - Sings "That's Pretending".

8:00 AM **CYBERCHASE (407) *The Case of the Missing Memory***

Under the guise of a peace mission, Wicked arrives at Control Central with a handful of bad guys. But someone's up to no good, and steals Motherboard's precious Memory Integrator. Whodunit? Where is it?? And what does it look like??? Digit and the kids must figure out what they know - what they don't know - and what they need to know. Can they do it all before Motherboard's memory is lost forever? **EDUCATIONAL OBJECTIVE:** When faced with a problem, make sure you have all the information you need to solve it.

8:30 AM **CURIOUS GEORGE (124) *Keep Out Cows/Curious George and the Missing Piece***

Keep Out Cows - George loves Leslie the cow but do she and her friends have to keep eating all those beautiful wildflowers that he wants to show The Man with the Yellow Hat? George works against time and the cows' appetites to come up with a wall strong enough to save the flowers. **Curious George and the Missing Piece** - When George discovers a bone buried in the ground, he's convinced it's got to be part of a dinosaur skeleton-but which one? When none of the dinosaurs in the museum are missing a piece, George uses his best scientific sleuthing skills to match the bone to the animal. Is the bone from a completely new kind of animal? And why is Charkie always chasing after him to steal that bone away?

9:00 AM **CLIFFORD THE BIG RED DOG (221) *Led Astray/Wedding Bell Blues***

LED ASTRAY: Clifford's new friend Artie is up to no good...and he talks Clifford into joining him. He "borrows" Cleo's favorite toy and helps dig a big hole. Clifford soon realizes that being friends with Artie isn't worth getting in trouble. **WEDDING BELL BLUES:** The children's teacher, Miss Carrington, is getting married and leaving the school. The kids imagine what their new, "interesting" teacher Mrs. Grumbly will be like.

9:30 AM **DRAGON TALES (308) *A New Friend/El Dia Del Maestro***

There's a new Dragon in town-Lorca, a fun lovin', magic trick performin' extrovert who uses a purple wheelchair with sparkly wheels to get around. "I can't walk, so I roll instead!" The gang is fascinated by the wheelchair, since they've never really seen one before, but are even more fascinated by the amazing treasure map that Lorca reveals! Looks to be quite an adventure, so they all start out immediately to find the X that marks the spot. Along the way, the gang encounters obstacles that block their path, but through teamwork and quick thinking, they're able to help each other through the Forest of Darkness, over a quickly flowing river and across a field filled with "sleepytime fog!" And the buried prize? A box filled with spectacular kaleidoscopes resulting in the best treasure hunt ever! **El Dia del Maestro** - Every year, the students surprise Quetzal, on "ElDia del Maestro," the day of the teacher. Cassie's sister Sophie is supposed to help them make chalupas, Quetzal's favorite snack, while Enrique teaches the rest of the dragons a special song. When Cassie learns that Sophie cannot help with the chalupas, she thinks that Quetzal's party will be ruined until Emmy convinces her to organize the group herself. At first the process is a little rocky as Cassie is reluctant to take charge, but she forms an assembly line and acts as supervisor. The chalupas are ready, and so is the chorus at the School in the Sky. Everyone surprises Quetzal, who is very touched by his students' efforts. He tells Cassie that the chalupas are the best he's ever tasted, and beams as the chorus sings for him in Spanish and English.

10:00 AM **IT'S A BIG BIG WORLD (134) *Oko's Birthday/Spinning A Tale***

Oko's Birthday - Madge lets everyone know that it is Oko's birthday, and they all want to get him the perfect present. After thinking about what Oko likes, they decide to put together a giant basket of fruit for him. But while they are waiting for Oko, Smooch and Winslow eat all of the fruit! When Oko arrives, he tells them it doesn't matter - being with his friends is the best

present he could have. Spinning a Tale - When Bob and Wartz find a spider web, they decide that if a little spider can make a web to catch flies to eat, then they can make a "frog web" to catch flies for Wartz. But when they don't have success, Snook explains that spinning webs is a special ability that spiders have, and Wartz decides he'd better stick to catching flies like a frog - with his tongue.

10:30 AM JAKERS! (211) *The World According to Molly*

Grown-up Aunt Molly, and drawings by 5-year old Molly, give a different perspective to Grandpa's stories, and reveal the strong influence Piggley had on his younger sister. EDUCATIONAL OBJECTIVE: What older kids do and say has a great impact on their younger siblings.

11:00 AM CAILLOU (431) *People I Love*

It's Valentine's day and Caillou is invited to a Valentine's party at his best friend Leo's house. When he gets to the party, he finds a mysterious Valentine card addressed to him! A little investigation back home leads him to his secret admirer: a little sister with a big heart. It is a rainy day and Caillou is disappointed because he will not be able to go play at the park with Grandma. Caillou's mood changes when he discovers an old photo of a younger Grandpa and Grandma dancing along with the first-prize ribbon they won at a dancing contest. With Grandma as his partner, Caillou follows her lead and learns to dance in the living room. When Dad's baseball team, the Tigers, is playing a game at the park, Caillou, Rosie and Mom, go to cheer him on. Although he's too little to go up and bat, Caillou becomes part of the team as the water boy and does a great job. Caillou has to learn that the guest comes first. When Leo comes over for a sleep-over, Caillou sees that Leo misses home a bit. Caillou decides to lend Leo his favorite dinosaur pajamas. The two friends find a perfect solution to make them both happy and have the best sleep-over ever! When Mom and Rosie go to the store, Caillou stays at home with his Daddy, and has a lot of fun imitating him and helping him with the chores.

11:30 AM BOB THE BUILDER (403) *Fossil Fun*

Bob and the team are building a new home inside an old tower for Mr. Sabatini and his family. While collecting bricks for the job, Muck and Spud discover some old wooden pole and canvas and pretend to be knights in a jousting competition. In their game, they wind up making a mess of the job, knocking over all the bricks that Muck collected for the tower, only to discover that their knight costumes are actually parts for the new windmill! Bob has bought a new drilling attachment for Benny. Benny is desperate to try it out so Bob promises he can as long as he's with him to help. But before they get to use Benny's new drill, Bob gets called away. Looking for something to bash, crash or smash, Benny causes rocks to fall and winds up trapping himself. But will Benny discover something that makes all his trouble worth while?

2:30 PM READING RAINBOW (807) *The Wall*

This episode, "The Wall," features a reading of Eve Bunting's book by the same title. Host LeVar Burton discusses the book from the Vietnam Memorial in Washington, D.C. where Bunting's story, about a boy who goes to the memorial with his father to learn about his grandfather and war, takes place. Mia Lin, the architect who designed the Vietnam Memorial, discusses how she developed this design and what it means to her. This episode also features a history of the construction of Mount Rushmore and a discussion with artist Juan Sanchez as he creates a mural to honor musician Louis Armstrong. The children review "Tillie and the Wall," "My Grandson Lew," and "All Those Secrets of the World."

3:00 PM BEWTEEN THE LIONS (602) *Sheep on a Ship/Mississippi Skip and His Pirate Sh*

Ahoy there, mateys! There's lots of slipping, sliding, swabbing, and colliding when sheep and pirates take to the high seas. Educational Goals: Highlights the joys of reading and introduces key literacy skills. Focuses on the sounds sh and s blends (sk, st, sp).

3:30 PM CURIOUS GEORGE (123) *Ski Monkey/George The Grocer*

Ski Monkey - When a blizzard covers the country house with a foot of snow, George can't wait to get outside to play. But he soon learns that such deep snow isn't easy for a monkey to play in, until he learns how much fun it can be to ski, snowshoe and sled. George the Grocer - George really wants the toy oven he sees in the window at the toy store, but first, he has to find a job to earn money to buy it. Since neither Chef Pisghetti nor Mr. Glass need help, George decides to go to work at the Grocery Store. While George is pretty proud of the job he does helping customers, the grocer is pretty confused about who is causing such chaos in the aisles.

4:00 PM DRAGON TALES (307) *Lucky Stone/Max Loves A Train*

Lucky Stone - Max and Emmy are skipping rocks from the edge of the river. They find a pretty heart-shaped stone and after admiring it, skip that one too! As they make their way down the riverbank, they come across a very gloomy Ord. Why so glum? Ord has lost his heart-shaped stone that will bring him luck when he does his flying tricks during fly-time in school today. How will he perform without it? The group splits up to find it: Max and Ord stay on land to practice Ord's flips while the rest of the gang embarks on an underwater adventure in search of the heart-shaped stone. Once they find the stone, Ord is thrilled and stows it

safely in his pouch. As he is performing, the stone falls to the ground - but Ord doesn't notice and continues performing flawlessly! Ord learns that he doesn't need the stone after all - all he has to do is believe in himself. **Max Loves a Train** - Max loves trains and has his heart set on riding the Dragon Land Express. Outfitted in his engineer's hat, Max excitedly boards the front of the train so that he can pull the whistle on cue. Minutes into their ride through Dragon Land, the train stops abruptly. The gang is surprised to see that some of the tracks are missing! Max is terribly disappointed that he cannot continue his ride. As the friends set out to find the missing tracks, they come up with fun ways to help Max cope with his disappointment and sadness including forming an imaginary flying train that soars through the sky. When at last they find the tracks and resume their ride on the Dragon Land Express, Max pulls the whistle with excitement, but admits that their imaginary train was almost as much fun.

4:30 PM ARTHUR (108) *Arthur's New Puppy/Arthur Bounces Back*

This animated series is based on Marc Brown's best-selling books about Arthur Read, an eight-year-old aardvark, his sister D.W., and their family and friends. In "Arthur's New Puppy," Arthur has trouble training his new dog 'Pal.' Arthur has a hard time earning enough of his own money to buy the Moon Boots he wants in "Arthur Bounces Back."

5:00 PM CYBERCHASE (504) *Ecohaven Ooze*

When Hacker discovers that the liquid ooze that feeds the animals of EcoHaven also gives him a super energy boost, he decides to drain the pond and take the ooze home. He builds a fort around the pond, so the CyberSquad must figure out a way to get in without being noticed. They take inspiration from the Greek myth of the Trojan Horse and build a giant "Trojan Ducky." After testing a model of their invention to be sure it works, they hide inside the duck, and fool Delete into taking them to Hacker. But how will they stop Hacker's nefarious plot? **EDUCATIONAL OBJECTIVE:** Build a working model of your invention to communicate and test your ideas, and make necessary improvements so the invention works the way you want it to.

THURSDAY, JANUARY 25

6:30 AM **BARNEY & FRIENDS (1013)** *Making Mistakes and Separation*

Making Mistakes: BJ's enthusiastic efforts to decorate the park go awry when he accidentally paints the caboose several different colors. Barney helps BJ learn that everyone makes mistakes. Together with his friends, BJ cleans up the mess he made on the caboose. **Separation:** Baby Bop can't wait for BJ and Riff to go on their camping trip so she can have Barney and the park all to herself! But, once they're gone, she discovers she misses them, and the more time that goes by, the more she realizes she misses them! Barney shows Baby Bop ways to keep friends close in our hearts while they're away.

7:00 AM **SESAME STREET (4066)** *The New Four Bears Story*

While Baby Bear and his family are heartily eating porridge together, Goldilocks walks in and takes a taste of Baby Bear's porridge saying, "Mmm! Just right!" Goldilocks mentions that this is how the story of "Goldilocks and the Three Bears" is supposed to go! Baby Bear adamantly corrects Goldilocks by telling her that they are no longer the three bears, but the "four bears," now that Curly Bear is a part of the family. Baby Bear gets so fired up about this that he decides to write a new story with his best buddy, Telly, called "Goldilocks and the Four Bears," in which Goldilocks doesn't eat his porridge. However, their story doesn't turn out exactly the way they would like it to since Goldilocks is still eating not only Baby Bear's porridge, but also Curly Bear's bear milk and honey! Telly and Baby figure out a way to re-write their story until it's just right! In their final story, the four bears leave Goldilocks her own bowl of porridge while they go for a walk in the woods. Everyone lives happily ever after! Ruben Studdard - Sings "Soul Alphabet" with Elmo.

8:00 AM **CYBERCHASE (504)** *Ecohaven Ooze*

When Hacker discovers that the liquid ooze that feeds the animals of EcoHaven also gives him a super energy boost, he decides to drain the pond and take the ooze home. He builds a fort around the pond, so the CyberSquad must figure out a way to get in without being noticed. They take inspiration from the Greek myth of the Trojan Horse and build a giant "Trojan Ducky." After testing a model of their invention to be sure it works, they hide inside the duck, and fool Delete into taking them to Hacker. But how will they stop Hacker's nefarious plot? **EDUCATIONAL OBJECTIVE:** Build a working model of your invention to communicate and test your ideas, and make necessary improvements so the invention works the way you want it to.

8:30 AM **CURIOUS GEORGE (125)** *Camping with Hundley/Curious George Vs. The Turbo*

Camping With Hundley - George loves his very first camping trip so much that he wants to go again as soon as possible. But The Man with the Yellow Hat is just too busy so the Doorman volunteers to take George and Hundley in his fancy trailer with GPS, satellite dish, and microwave. When a thunderstorm knocks out the power, George comes to the rescue by using his old-fashioned camping tools to help them make it through the rainy night and back home safely. **Curious George vs. The Turbo Python 3000** - George isn't tall enough to ride the greatest rollercoaster of all time, The Turbo Python 3000. He uses licorice whips to measure his height and determines that he is 7-whips tall, one short of the 8-whip minimum! As he nibbles on his licorice, George looks for different ways to grow. His efforts seem to pay off when he measures himself again until he realizes that it's not that his legs are longer, it's that his stomach is fuller.

9:00 AM **CLIFFORD THE BIG RED DOG (101)** *My Best Friend/Cleo's Fair Share*

Best Friend Emily decides she must find something "special" for Show and Tell. After an exhaustive search of Birdwell Island for the perfect thing, she learns that sometimes the best things in life are right under your nose. **Cleo's Fair Share** Cleo gets a new toy and doesn't want to share it. She soon learns that it's not so much fun playing with a new toy without your friends.

9:30 AM **DRAGON TALES (318)** *All Together Now/Team Work*

All Together Now - An exciting day at the Dragon Land Carnival is less than fun for Max, who is feeling left out when it seems that Enrique and Emmy would rather spend time with each other than with him. Max follows Quetzal and Cassie's advice on finding activities that everyone can do together or asking for some alone time with Emmy, but Max continues to feel excluded. Finally, as Max is moping around waiting for Enrique and Emmy to return so that he can ride the giant twisty slide, Ord tells Max that he doesn't have to wait for them to have fun. Max decides to go on the slide all by himself, and before long, he is joined by the entire gang as they enjoy the twisty slide all together! **Team Work** - While searching for Giggie Flowers, Zak and Wheezie happen upon a Stinkydink Bug, who sprays them with his bad smelling vapor. After blaming each other for their predicament, they decide to wash up in the river. Zak places both of their badges on what looks like rock. It turns out to be Speedy the Turtle. Speedy, repulsed by the lingering Stinkydink smell, attempts to escape it by walking away-unaware that the contaminated badges are on top of his shell. Zak and Wheezie try to catch up to Speedy, but their bickering wastes time and Speedy makes it across the river and into the Forest of Darkness. To get their badges back, the two must work together and make their badges shine in the dark so they can spot Speedy. With support from the gang, Zak and Wheezie finally listen to each other long enough to make their plan work. The badges are back where they belong! Problem solved!

10:00 AM **IT'S A BIG BIG WORLD (135)** *Echoes/A Good Heartbeat*

Bob is on Broken Branch Leap calling out to the ants and is startled when a voice calls back to him and says that his name is also Bob. Bob and Wartz visit Madge and Snook to tell them about this other Bob and are very relieved to learn that what they heard was only an echo. A Good Heartbeat - Wartz and Winslow are racing through the tree, and when Wartz finally stops moving, his heart is beating fast. Wartz hears the ba-doom, ba-doom, and is afraid he has swallowed a drum. Bob runs off to get Snook's help, and soon he thinks he has swallowed a drum also! Finally, Snook and Oko explain to the pair that what they are hearing is their heartbeats.

10:30 AM JAKERS! (212) *Macarooned*

Grandpa Piggley recounts the story of the time he, Dannan and Ferry got "lost at sea," and were subsequently stranded on a remote island. With only their wits and ingenuity to aid them, the trio tend to their sea-sick chaperone, Finbarr Hornsby, and contend - Robinson Crusoe-like - with the hostile wilderness until Dad Winks can rescue them.

11:00 AM CAILLOU (432) *The World Around Me!*

Caillou is excited when Miss Martin takes him and his friends to the park for some special activities. They have a beanbag race, but the rules are not easy to grasp, and the kids have a few comical mishaps in the process. Caillou discovers that you don't always have to win to be proud of yourself. Grandma has given Caillou a special spaceship plate. Caillou loves it so much that he carries it everywhere with him and he wants to eat every meal from it. After finding a photograph of a four-year-old Dad with a model train set, Caillou and Dad decide to look for it in Grandpa's basement. After a while, they finally find it and set it up to test it out. Grandma captures the moment in a photograph which Caillou decides to put in the photo album beside the old picture of Dad. When Caillou spots a dog house outside he gets the idea that Gilbert might like a house of his own. Caillou finds a cardboard box and some crayons and with Gilbert's help, he decides how to decorate the house. Grandma takes Caillou on a special visit to a sheep farm. There, Mary, a 10-year-old girl, takes Caillou on a tour, teaching him about sheep, sheering, and the spinning of wool.

11:30 AM BOB THE BUILDER (404) *Shhhh! Spud's About!*

Spud is reprimanded by Farmer Pickles for keeping everyone awake in Sunflower Valley by being too noisy at night. Spud decides to make himself some special super-quiet shoes. While Bob is busy building river safety equipment and Farmer Pickles is delivering crates of sunflower oil to Bobsville, Spud sneaks around in his new invention. Soon he discovers that sneaking around stealthily isn't always the best plan! As Bob works on the new Sunflower Valley Visitor Center and helps everyone with their welcome displays, his machine team is left without guidance for the most important display of all! Just when Bob thinks it's too late to bring the special Plesiosaurus fossil down from the mountain, he sees his crew arriving with the display and realizes that his can-do crew really can do anything!

2:30 PM MISTER ROGERS' NEIGHBORHOOD (1509) *Friends*

Mister Rogers shows how to make different sounds using bottles filled with water. At Betty's Little Theatre, folk musicians, Othar Turner, Abe Young and Jessie Mae Hamphill play drums and fife. In The Neighborhood of Make-Believe, Daniel Tiger learns that sometimes a friend can make you sad.

3:00 PM BOB THE BUILDER (127) *Piggyback, Piggyback*

Leona decides to ride piggyback on her dad's back forever and ever

3:30 PM BOB THE BUILDER (124) *Keep Out Cows/Curious George and the Missing Piece*

Keep Out Cows - George loves Leslie the cow but do she and her friends have to keep eating all those beautiful wildflowers that he wants to show The Man with the Yellow Hat? George works against time and the cows' appetites to come up with a wall strong enough to save the flowers. Curious George and the Missing Piece - When George discovers a bone buried in the ground, he's convinced it's got to be part of a dinosaur skeleton-but which one? When none of the dinosaurs in the museum are missing a piece, George uses his best scientific sleuthing skills to match the bone to the animal. Is the bone from a completely new kind of animal? And why is Charkie always chasing after him to steal that bone away?

4:00 PM ARTHUR'S MISSING PAL (308) *A New Friend/El Dia Del Maestro*

A New Friend - There's a new Dragon in town-Lorca, a fun lovin', magic trick performin' extrovert who uses a purple wheelchair with sparkly wheels to get around. "I can't walk, so I roll instead!" The gang is fascinated by the wheelchair, since they've never really seen one before, but are even more fascinated by the amazing treasure map that Lorca reveals! Looks to be quite an adventure, so they all start out immediately to find the X that marks the spot. Along the way, the gang encounters obstacles that block their path, but through teamwork and quick thinking, they're able to help each other through the Forest of Darkness, over a quickly flowing river and across a field filled with "sleepytime fog!" And the buried prize? A box filled with spectacular kaleidoscopes resulting in the best treasure hunt ever! El Dia del Maestro - Every year, the students surprise Quetzal, on "El Dia del Maestro," the day of the teacher. Cassie's sister Sophie is supposed to help them make chalupas, Quetzal's favorite snack, while Enrique teaches the rest of the dragons a special song. When Cassie learns that Sophie cannot help with the chalupas, she

thinks that Quetzal's party will be ruined until Emmy convinces her to organize the group herself. At first the process is a little rocky as Cassie is reluctant to take charge, but she forms an assembly line and acts as supervisor. The chalupas are ready, and so is the chorus at the School in the Sky. Everyone surprises Quetzal, who is very touched by his students' efforts. He tells Cassie that the chalupas are the best he's ever tasted, and beams as the chorus sings for him in Spanish and English.

4:30 PM ARTHUR'S MISSING PAL (109) *Arthur Babysits/Arthur's Cousin Catastrophe*

This animated series is based on Marc Brown's best-selling books about Arthur Read, an eight-year-old aardvark, his sister D.W., and their family and friends. When "Arthur Babysits" the "terrible" Tibble twins, he gets more than he's bargained for. In "Arthur's Cousin Catastrophe," Arthur spends most of the family reunion avoiding his cousin, only to find out that she's changed into someone more likable than he remembered.

5:00 PM ARTHUR'S PERFECT CHRISTMAS (113) *Eureeka!*

(topic: 2- & 3-D Geometry) - Pursued by Hacker, Digit lands on cybersite Eureeka, where his mission is to find Professor Archimedes - the maker of the encryptor chip, a unique computer chip that can fix Motherboard. But Archimedes is nowhere to be found - only a pile of two-dimensional rods where his chip factory should be. The kids arrive to help, and discover that by linking the two-dimensional rods together into certain geometrical patterns they actually create a surprising three-dimensional shape that leads directly to unraveling the mystery of Archimedes' strange disappearance. The Big Idea: When you follow simple rules to make flat geometrical shapes (two-dimensional), and join them together, you can discover new shapes that, instead of staying flat, rise up to make three-dimensional objects.

FRIDAY, JANUARY 26

6:30 AM **BARNEY & FRIENDS (1014) *Days of the Week and Sharing***

Days of the Week: BJ, Baby Bop and Riff can hardly wait for the petting zoo that is coming to the park! Barney helps them pass the time while teaching them about the days of the week. When the animals finally do arrive, everyone realizes that it was all worth the wait! Sharing: Riff feels terrible when he accidentally wrecks BJ's beloved scooter! BJ loved that scooter more than almost anything! So Riff and Baby Bop decide to have a sale in the park to raise money to buy BJ a new scooter.

7:00 AM **SESAME STREET (4068) *Telly Falls from His Pogo Stick***

Telly is boinging all over Sesame Street on his pogo stick as he sings with three pogo stick "boingers" who are also boinging. As Telly attempts a huge boing, he crashes and falls off his pogo stick. He is not hurt and Maria tries to help him get back on. Telly is very afraid of getting back on his pogo stick and expresses his feelings. He wonders if maybe he's not as good as he thought he was and worries that he'll fall again if he gets back on. Big Bird tells Telly a story about when he was roller skating and fell and had move past his fear and skate again. Others share stories to help Telly cope with his fear and finally, the three "boingers" come back and help Telly see that he needs to get back on his pogo stick again. Venus Williams - In "Imaginary Champion" with Elmo.

8:00 AM **CYBERCHASE (113) *Eureeka!***

topic: 2- & 3-D Geometry) - Pursued by Hacker, Digit lands on cybersite Eureeka, where his mission is to find Professor Archimedes - the maker of the encryptor chip, a unique computer chip that can fix Motherboard. But Archimedes is nowhere to be found - only a pile of two-dimensional rods where his chip factory should be. The kids arrive to help, and discover that by linking the two-dimensional rods together into certain geometrical patterns they actually create a surprising three-dimensional shape that leads directly to unraveling the mystery of Archimedes' strange disappearance. The Big Idea: When you follow simple rules to make flat geometrical shapes (two-dimensional), and join them together, you can discover new shapes that, instead of staying flat, rise up to make three- dimensional objects.

8:30 AM **CURIOUS GEORGE (114) *Curious George's Rocket Ride***

George's Rocket Ride - The International Space Station's food supply has run out, and George is the only one who has the unique skills needed to fly the rocket and deliver the supplies. But George can't help but be curious about what's in those interesting looking containers. Before you know it, George has quite a mess to clean up before the supplies can be launched. Luckily, George's experience with cleaning his room and his knowledge of how shapes fit together helps him put it away in time to get the astronauts their supplies. Curious George, Station Master - George and The Man with the Yellow Hat offer to pick up Bill when his train comes in and when he gets there, Flint Quint, the station master, shows George how he keeps the trains running smoothly and arriving on time. While Flint is eating lunch, George decides he wants to try his hand at being station master and while everything starts off smoothly, pretty soon trains are off schedule, out of order, and very confused. Mr. Quint comes to the rescue, and they put the trains back in the correct number order before they reach the station.

9:00 AM **CLIFFORD THE BIG RED DOG (114) *Leaf of Absence/Nobody's Perfect***

Leaf of Absence - T-Bone asks Clifford to keep an eye on a pile of leaves he has collected, but Clifford simply can't resist jumping into them. When the wind picks up, Clifford realizes he hasn't taken his responsibility seriously enough. Clifford spends the afternoon re-collecting the pile, and T-Bone is truly grateful when he returns to see his leaves are okay. Clifford learns the importance of keeping a promise. Nobody's Perfect - It's Silly Sports Day at school and everyone is looking forward to seeing Charley master yet another athletic feat. But Charley is having a messy time trying to learn how to "Jiggly Juggle"! Charley wants to throw in the towel, but he learns that you don't have to be the very best at something to enjoy doing it!

9:30 AM **DRAGON TALES (123) *Backwards to Forwards/Sounds Like Trouble***

Backwards to Forwards--As the dragons and kids play Leap Dragon, music sparkles begin to rain down on Dragon Land and, voila! everything suddenly goes backwards. At first it's fun to skip around the meadow, in reverse and to go up a waterfall -- and Ord rather likes the possibility of always eating dessert before a meal -- but the mix-up quickly becomes frustrating. Sounds Like Trouble--Max can't wait to show Ord the drippy goo ball hes made! But during a game of Hot Potato, it slips away from them and rolls into a dark cave. Afraid of the loud echoes and the darkness, Ord is reluctant to enter. Determined to recover the goo ball, the others encourage him to cope with his fear by reassuring him of the harmless nature of the scary sounds (a dragon frog, a Jugglebug, a waterfall, etc.) and suggesting he cover his ears so he can't hear them.

10:00 AM **IT'S A BIG BIG WORLD (127) *The Big Race/You Are What You Are***

The Big Race: Winslow and Smooch are racing through the World Tree and race right into Snook! Winslow wants to organize a race to prove he is the fastest animal in the tree, but Snook suggests that they have a relay race and let each animal participate. Winslow agrees and they all move at their own pace in a World Tree relay race! EDUCATIONAL OBJECTIVE: Same/Different

Animal Characteristics -Different animals have different ways of getting around and move at different speeds.You Are What You Are: When Madge tells Wartz that her flowers couldn't live without water, he wonders if that means that plants and fish are related. Madge explains that just because two things are similar, it doesn't mean they are the same. She and Wartz talk about the unique characteristics of the animals in the World Tree and how even though you may have things in common with others, and though you yourself may change over time, you always stay who you are inside. EDUCATIONAL OBJECTIVE: Animal Characteristics and Identity - We are all different in our own special way. We may change as we grow, and we can pretend to be other things, but that doesn't change who we are inside.

10:30 AM JAKERS! (122) *For Whom The Bell Tolls*

Hector plays a joke on Piggley, Dannan and Ferny, but they don't think it's so funny. With a little gentle encouragement from Don Toro, Piggley and his pals look at their problem with Hector from a new perspective. They use their ingenuity to show him that "jokes" aren't always so funny when the joke is on you!Lesson: Practical jokes can sometimes be fun - but sometimes they're not. Putting yourself in someone else's shoes may help you tell the difference.

11:00 AM CAILLOU (433) *Machines! Brrrrrrmmm!*

Caillou learns to deal with a change in plans, when Daddy has to use the car and Mommy and Caillou have to take the subway. Caillou learns that a change in plans can be fun, checking out the map, getting tickets and listening to the musicians! Caillou learns about 'recycling' -- literally! When Caillou gets an eyeful of Leo's new bicycle, he wishes his bike looked special too. So Dad helps Caillou decorate his own bike with streamers and Mom comes through with a new horn! On an autumn day, Caillou and his Mommy take a walk and pass by a construction site. Caillou loves to watch the big bulldozer and starts to pretend he is one too. When their car breaks down, the family goes shopping for a new one. Caillou has never seen so many shiny cars and especially likes the one with 'no roof' that they go for a ride in. Caillou and family go on a trip on Helen's boat, an old friend of Mom's. Caillou is surprised to find there's a whole house packed into the boat. Caillou learns about wind and sails, and even gets to steer the boat too!

11:30 AM MISTER ROGERS' NEIGHBORHOOD (405) *Valley Newcomers!*

While Bob builds a Sheep Shearing Station for Farmer Pickles, Sumsy spots a strange creature and accidentally spreads a terrible rumor of a beast in Sunflower Valley! Will Farmer Pickles and his cousin Baz, along with Sumsy be able to track down the beast? Scrambler and the can-do crew are very excited that Bob is building something special for the Valley children - their very own school! Scrambler is tasked with keeping the children occupied while the others work on the schoolhouse. He accidentally ruins Bob's plans by making games out of the materials! Will they be able to get the materials back to the work site and finish the school?

3:00 PM BETWEEN THE LIONS (112) *The Chap with Caps*

The Lion family helps a writer fix a story about a chap, a cap, and lots of chattering monkeys.

3:30 PM CURIOUS GEORGE (125) *Camping with Hundley/Curious George Vs. The Turbo*

Camping With Hundley - George loves his very first camping trip so much that he wants to go again as soon as possible. But The Man with the Yellow Hat is just too busy so the Doorman volunteers to take George and Hundley in his fancy trailer with GPS, satellite dish, and microwave. When a thunderstorm knocks out the power, George comes to the rescue by using his old-fashioned camping tools to help them make it through the rainy night and back home safely.Curious George vs. The Turbo Python 3000 - George isn't tall enough to ride the greatest rollercoaster of all time, The Turbo Python 3000. He uses licorice whips to measure his height and determines that he is 7-whips tall, one short of the 8-whip minimum! As he nibbles on his licorice, George looks for different ways to grow. His efforts seem to pay off when he measures himself again until he realizes that it's not that his legs are longer, it's that his stomach is fuller.

4:00 PM KIDS PICKS ()

4:30 PM KIDS PICKS ()

5:00 PM CYBERCHASE (203) *Harriet Hippo and the Mean Green*

Hacker infects Motherboard with a new virus -- one that causes her to make cyber-citizens act mean. Digit and the kids go in search of an antidote: 2/ 5 of the Electro-Root, 2/8 of the Healing Stone, and 1/3 of a box of Hacker's wig gel -- a strange antidote indeed! Will the young cyber-heroes be able to gather the ingredients and figure out how to properly mix these odd fractions before it is too late? The Big Idea: Fractions that look different can represent the same portion of a whole. Math Topic: Equivalent Fractions.

SUNDAY, JANUARY 28

6:30 AM MAKE WAY FOR NODDY (101) *The Flower Thief/Googleberry Moon*

The Flower Thief - Noddy wants to give Tessie Bear ten flowers, but they keep disappearing. Googleberry Moon - It is Googleberry Moon in Toyland, the one magical night of the year when the googleberries bloom. The Toy Town residents get together and have an adventure harvesting the fruit.

7:00 AM BIG COMFY COUCH (715)

7:30 AM CLIFFORD'S PUPPY DAYS (101) *Keeping Cool/Socks and Snooze*

Keeping Cool - It's always fun when Evan is baby-sitting Emily Elizabeth and Clifford. This time Evan tries to impress Vanessa, the new girl in the building, but finds that she is most impressed when he is just being himself. Socks and Snooze - When Emily Elizabeth can't find one of her "lucky" socks for the first day of school Clifford is determined to hunt it down for her, and ends up finding it in a very surprising place.

8:00 AM THOMAS AND FRIENDS (308) *Navigation*

Rusty has two jobs. One is to take some workers to put up direction signs along the mountain trails and the other is to take Sir Topham Hatt and his family to the mountains for a walk. Rusty is so keen to be on time for Sir Topham Hatt that he rushes the workers. He makes them finish without checking their work. Rusty takes the Hatt family to the start of their walk and arranges to meet them at the tea rooms later. When the Hatt Family don't turn up at the end of their walk, Rusty is worried. He searches the mountains and when he finds campers at the quarry, fishermen at the coalmine and skiers at the castle, he realizes that the signposts must be wrong! Rusty quickly deduces where the Hatts must be and races off to find them at Hill Farm! They've had a wonderful day, but Rusty has one more job to do. He fetches the workmen to fix the signs. And this time, he doesn't rush them! A shooting star is due to light up the night sky on the Island of Sodor. All the engines are making wishes. When the power on the island fails, Thomas is sent to the power station with some engineers. Thomas puffs across the island but, desperate to see the shooting star, avoids taking any route that will obstruct his view of the night sky. This made his trip longer and longer. Percy gets worried for Thomas and wishes that Thomas returns safely. Thomas, however, has taken such a long route that he's lost! He wishes he could see so he could take the fastest route. Suddenly the shooting star appears and lights up the sky! The light shows Thomas the way and soon the power is fixed! Thomas returns home and he and Percy are delighted that their wishes came true.

8:30 AM BOB THE BUILDER (410) *Animal Fun*

Bob is building a goat run for Farmer Pickles new goat, Giddy, and Travis is responsible for taking Giddy to her new home. When Spud teases Travis about going too slow, he speeds up, causing an accident and the goat escapes! Can Travis and Spud find Giddy and get her safely home? After watching Bob build a tunnel to dry seaweed, Muck decides to create one for Mr. Beasley to use to dry his clothes. Unfortunately what works for drying seaweed isn't really best for drying clothes and Muck creates a huge disaster! Will Muck confess to what she's done and find another way to help Mr. Beasley?

9:00 AM FRANNY'S FEET (113) *Happy Halloween/Snowy Jamaica*

A) Franny lands in a pumpkin patch, where she meets Ginny, who is growing a huge pumpkin for the fall festival. Ginny is determined to win first prize in the giant pumpkin contest - but unfortunately, a bigger pumpkin earns the blue ribbon. The girls then enter the pumpkin decorating contest, and have so much fun, they no longer care about winning. In Franny's Treasures, Franny and Bobby ask the audience to help them count and distribute treats evenly among three Halloween bags. B) Franny goes to the sandy beaches of Jamaica, where she meets up with her friend, Johnny. When Franny learns that Johnny has never seen snow, she goes to great and imaginative lengths to help him experience it. They make snowflakes out of paper and make a snowman on the beach. Along the way, Franny learns that using her imagination can take her anywhere she wants to go. In Franny's Treasures, Franny and Bobby help viewers learn about snowflakes and have fun with snowmen.

9:30 AM POSTCARDS FOR BUSTER (207) *La Belle Poutine (Montreal, Canada)*

Belle Poutine (Montreal, Canada)

10:00 AM ARTHUR (509) *Just Desserts/The Big Dig*

"Just Desserts" Arthur has a hard time resisting sweets, and one evening his overindulgence wins him an upset stomach and a series of rather "Grimm" dreams_ starring Mr. Ratburn as a child-eating witch, the Tibbles as seven dwarves, and a fearsome giant made entirely of food! "The Big Dig" Arthur and D.W. used to love it when Grandpa Dave came to visit _ but now he only wants to sleep and play checkers. Then one day Grandpa Dave shares a secret map, and Arthur and D.W. hunt for a buried treasure and discover some family history.

10:30 AM MAYA AND MIGUEL (132) *The Pen-Pal*

For school, Miguel is assigned an electronic pen-pal from Puerto Rico. When they start corresponding, Miguel thinks his pen-pal, Roman, has a much more glamorous life than he does. So, with a little prompting from Paco, Miguel slowly starts embellishing the details of his life. Then, to his horror, Roman writes that he is coming to visit. What will Roman think when he discovers how ordinary Miguel's life really is?

11:00 AM CYBERCHASE (302) *The Borg of the Ring*

The long lost Totally Rad Ring of Radopolis has been found...and is soon swiped by Hacker. This powerful crown will grant the wearer his heart's desire, and Hacker is a cyborg who wants it all. From a new head of gorgeous hair to total cyberdomination, Hacker enjoys wreaking havoc with his new Ring. While racing to reclaim the Ring, the CyberSquad meets a mysterious teenborg named Slider. He seems nice, but whose side is he really on? The kids must all work together to get the Ring back from Hacker and put it inside the Circle of Supreme Safety before Hacker destroys Motherboard once and for all. But the Ring must be placed in the exact center of the circle -- only then will it be safe from those who wish to use its power to harm others.

MONDAY, JANUARY 29

6:30 AM **BARNEY & FRIENDS (1015)** *Rabbits/Ducks and Fish*

Rabbits: BJ is pretending to be a great detective, but all great detectives need a mystery to solve! A case quickly comes his way when something nibbles on one of Baby Bop's healthy snacks. BJ, Barney, and Baby Bop uncover several clues along the way and soon realize the animal is someone's pet rabbit. **Ducks and Fish:** Barney sees Riff protecting a nest full of duck eggs. Together, they leave the eggs to look for food for when the ducklings hatch. When they return, Riff is pleasantly surprised to find the eggs have cracked open and the baby ducklings have hatched!

7:00 AM **SESAME STREET (4118)**

It's time once again for "Ask Oscar!" Telly is the host of this show and he reads a letter from a boy who can't remember what the little round things are called that hold his jacket together. Telly is ready to get the answer from Oscar, but Oscar isn't going to tell. Telly is determined to get that answer, so he enlists the help of his friends on Sesame Street. Maria tries to get Oscar to name words that start with the letter "B", Alan has Oscar play "One of These Things is Not Like the Other", and Baby Bear pretends that Telly, who is dressed up like a button, can't remember who he is. Oscar thinks he can't be fooled, but he does finally whisper the answer. To Oscar's dismay, Telly hears him. Telly couldn't be happier that someone asked and Oscar finally answered!

8:00 AM **CYBERCHASE (203)** *Harriet Hippo and the Mean Green*

Hacker infects Motherboard with a new virus -- one that causes her to make cyber-citizens act mean. Digit and the kids go in search of an antidote: $\frac{2}{5}$ of the Electro-Root, $\frac{2}{8}$ of the Healing Stone, and $\frac{1}{3}$ of a box of Hacker's wig gel -- a strange antidote indeed! Will the young cyber-heroes be able to gather the ingredients and figure out how to properly mix these odd fractions before it is too late? **The Big Idea:** Fractions that look different can represent the same portion of a whole. **Math Topic:** Equivalent Fractions.

8:30 AM **CURIOUS GEORGE (115)** *Curious George and the Dam Builders/Curious George*

Curious George and the Dam Builders - George gets acquainted with a family of beavers when he notices the impact their dam has on his favorite pond. Building a dam looks like so much fun that George decides to build his own. But when a sudden downpour sweeps both dams away, George and the beavers have to figure out how to repair the damage together or their beloved pond won't be a good place for beavers or monkeys! **Curious George's Low High Score** - George can't understand why his high score of 257 isn't a winner when he plays his first game of mini-golf with Steve and Betsy. How can a small number be worth more than a big number? After getting the lowdown on the principles of mini-golf, George is determined to get a low score next time, and so he builds his own mini-golf course for practice.

9:00 AM **CLIFFORD THE BIG RED DOG (115)** *Teacher's Pet/Islander of the Year*

Teacher's Pet - The dogs go to school for the first time and T-Bone worries that he won't be able to keep up with the rest of the class. He works hard and pays close attention to the teacher's directions, and in the end his efforts are rewarded--as are the efforts of every member of the class as each is praised for his/her unique qualities. **Islander of the Year** - The library sponsors an essay contest for Islander of the Year, and the children all submit their ideas. But somehow, all their tales include Clifford -- who is ultimately chosen as the winner! Sometimes a winner is the one you'd least expect.

9:30 AM **DRAGON TALES (124)** *The Greatest Show In Dragon Land/Prepare According*

The Greatest Show in Dragon Land--The kids and dragons are really excited about flying to Wonder World amusement park. When they find out Zak and Wheezie have a broken wing and are unable to fly, however, they agree to accommodate their friends by walking there instead. **Prepare According to Instructions**--Quetzal sends the gang to see one of the most special sights in all of Dragon Land: the dancing crystals at Crystal Cave! He gives them precise instructions for things they must collect along the way. In a rush to make it there before sundown, Emmy dismisses the need for a map and a first aid kit. After they complete the first two instructions (with the help of the first aid supplies that Zak and Wheezie grabbed just in case), they head for Turtle Rock ... but they don't know how to get there. As Cassie gets ready to fly home to retrieve the map, Emmy begins to understand the importance of thinking ahead and suggests she bring back one more item as well.

10:00 AM **IT'S A BIG BIG WORLD (128)** *Madge Is Missing/The Anteater Songbook*

Madge is Missing: Smooch and Winslow get worried when no one knows where Madge is and go to Snook for help. He suggests that they consult Madge's books to see if they can learn something about map turtles that will help them discover where Madge might be. While the monkeys are researching, Madge returns from visiting a friend's house and tells the marmosets some more fun facts about turtles. **EDUCATIONAL OBJECTIVE:** Investigation and Learning - There are many ways we can learn things on our own, including looking up information in books. **The Anteater Songbook:** After finishing his singing lesson with the ants, Bob shares some songs from his songbook, including: The Way of the Bob, If You're Worried, Echo, Do Something Nice for the Tree, Find

Out All About It, and Do Your Best. EDUCATIONAL OBJECTIVE: Music - Singing and listening to songs is not only fun, it can be a great way to learn new things.

10:30 AM JAKERS! (123) *Little Bit of Something Extra! Extra!*

The kids set out to write newspaper stories and Piggley and Ferny end up making up exciting adventure stories instead. But Dannan knows that news stories are about the truth and that the truth can be powerful - it can actually change the way you think about something or someone. Lesson: Dig a little deeper to find out all you can about someone before you judge them.

11:00 AM CAILLOU (434) *It's Cold Outside! Brrr!*

When Caillou's family makes a springtime visit to Jonas' ranch, he takes them on a sleigh ride to a maple forest where Caillou discovers how the maple sap is collected from maple trees and gets to help collect some. The twins, Jason and Jeffrey, have come to play with Caillou in the snow. An investigation into some small tracks in the snow, leads them to a mischievous and playful squirrel that soon has them running around the yard. Exhausted, they drop in the snow and make some tracks of their own: snow angels. When Caillou, Rosie and Mom head to the big park, Caillou sees Andre and they decide to build a snow fort. Sarah shows up and the boys put the fort to the test as they start a fun snow fight. Caillou and his family are heading to the tobogganing hill! What fun it is to climb the hill and race down surrounded by people having a good time. Caillou is curious when they see a sled dog and his master giving a sled show. He even gets to ride the sled with Rosie! When Mom drives Sarah to her skating lesson, Caillou decides he wants to take skating lessons too!

11:30 AM BOB THE BUILDER (406) *New Views and New Homes*

Roley really wants to see Sunflower Valley from the top of Bob's new observation tower, but he is too big to climb to the top. He tries desperately to get his bird's-eye-view, but accidentally breaks Bob's telescope in the process. Can Bob and Wendy figure out a way to let Roley experience the view? Wendy is planning to move to a renovated houseboat. Meanwhile Ela, the music teacher at the Sunflower Valley School is looking for a place to live. When Wendy gets second thoughts about moving away from the machine team, she realizes that the houseboat is the perfect home for Ela!

2:30 PM READING RAINBOW (605) *Dinosaur Bob and His Adventures with the Family La*

DINOSAUR BOB AND HIS ADVENTURES WITH THE FAMILY LAZARDO is the featured READING RAINBOW book. Written by William Joyce and read by Edward Asner, this story is about a dinosaur found by a family on safari in Africa and brought back to the U.S. where he (Bob, the dinosaur) becomes a local hero in baseball. Levar Burton hosts from the Spring training camp for the Oakland A's. Later, READING RAINBOW takes you on the field with the Bombers and Bengals, two all-girls softball teams.

3:00 PM BETWEEN THE LIONS (309) *Two Coats, One Goat, and One Boat*

Lionel's copy of a very rare Cliff Hanger book is missing! Did some bunny take it? Guest Stars: Dan Elias, Melissa Etheridge, and Kelly Ripa. Designated Reader: Sigourney Weaver. Key word: coat. Target vowel: oa

3:30 PM CURIOUS GEORGE (114) *Curious George's Rocket Ride/Curious George, Stati*

Curious George's Rocket Ride - The International Space Station's food supply has run out, and George is the only one who has the unique skills needed to fly the rocket and deliver the supplies. But George can't help but be curious about what's in those interesting looking containers. Before you know it, George has quite a mess to clean up before the supplies can be launched. Luckily, George's experience with cleaning his room and his knowledge of how shapes fit together helps him put it away in time to get the astronauts their supplies. Curious George, Station Master - George and The Man with the Yellow Hat offer to pick up Bill when his train comes in and when he gets there, Flint Quint, the station master, shows George how he keeps the trains running smoothly and arriving on time. While Flint is eating lunch, George decides he wants to try his hand at being station master and while everything starts off smoothly, pretty soon trains are off schedule, out of order, and very confused. Mr. Quint comes to the rescue, and they put the trains back in the correct number order before they reach the station.

4:00 PM DRAGON TALES (123) *Backwards to Forwards/Sounds Like Trouble*

Backwards to Forwards--As the dragons and kids play Leap Dragon, music sparkles begin to rain down on Dragon Land and, voila! everything suddenly goes backwards. At first it's fun to skip around the meadow, in reverse and to go up a waterfall -- and Ord rather likes the possibility of always eating dessert before a meal -- but the mix-up quickly becomes frustrating. Sounds Like Trouble--Max can't wait to show Ord the drippy goo ball he's made! But during a game of Hot Potato, it slips away from them and rolls into a dark cave. Afraid of the loud echoes and the darkness, Ord is reluctant to enter. Determined to recover the goo ball, the others encourage him to cope with his fear by reassuring him of the harmless nature of the scary sounds (a dragon frog, a Jugglebug, a waterfall, etc.) and suggesting he cover his ears so he can't hear them. TVY

4:30 PM ARTHUR (111) *Arthur's Baby/D.W.'s Baby*

This animated series is based on Marc Brown's best-selling books about Arthur Read, an eight-year-old aardvark, his sister D.W., and their family and friends. D.W. and Arthur think back to before their sister Kate arrived. Arthur remembers his trepidation about getting a new sister in "Arthur's Baby." D.W. remembers how Kate changed her life after she arrived in "D.W.'s Baby."

5:00 PM CYBERCHASE (403) *Penguin Tears*

Hacker's secret quest continues, with the nefarious `borg on the hunt for the next piece of his mysterious machine. His search for the legendary Prism of Penguia takes him to snowy Cyberia. While trying to stop Hacker, Digit and the kids are trapped in an icy cave and must master the principles of bouncing in order to break out. Can they escape in time or will Hacker's plan succeed?

TUESDAY, JANUARY 30

6:30 AM **BARNEY & FRIENDS** (1016) *Mother Goose and Fairy Tales*

Mother Goose: While playing in the caboose, BJ is surprised to learn that "The Land of Mother Goose" truly exists. Several Mother Goose characters have come to ask for help; parts of their rhymes are missing! Mother Goose arrives and fixes the problem, and all of the Mother Goose characters return home, leaving BJ and Baby Bop hoping to visit them soon. **Fairy Tales:** When Baby Bop catches Barney, BJ, Riff and some children wrapping a mysterious present in the caboose, she just can't wait to see what is in the box. Barney suggests they listen to a story while they wait. Baby Bop finally gets to open her present and realizes that sometimes waiting is a good thing!

7:00 AM **SESAME STREET** (4106) *Bob's Deaf Niece Visits Sesame Street*

Rosita and Telly want to play a game of tag but they can't find anyone to play with them. They meet Bob's niece Samara and wonder if she would like to play. She can't hear them because she is deaf. Rosita and Telly are concerned because they don't know how they will be able to all speak and play together. Samara explains that even though she can't hear them, she can talk to them by using sign language. They have a lot of fun learning, playing, and also signing and saying the alphabet together. Everyone on Sesame Street gets so excited about sign language that they all can't wait to learn more.

8:00 AM **CYBERCHASE** (403) *Penguin Tears*

Hacker's secret quest continues, with the nefarious `borg on the hunt for the next piece of his mysterious machine. His search for the legendary Prism of Penguia takes him to snowy Cyberia. While trying to stop Hacker, Digit and the kids are trapped in an icy cave and must master the principles of bouncing in order to break out. Can they escape in time or will Hacker's plan succeed?

8:30 AM **CURIOUS GEORGE** (116) *Curious George Sees Stars/Curious George Gets A Tr*

Curious George Sees Stars - George is determined to count all the stars in the sky but he just can't stay awake long enough to finish. And when he goes back to the city it's even more difficult-the stars have disappeared! Will George be able to come up with a system to keep track of his count? And exactly where do all the stars go when George goes to the city? **Curious George Gets a Trophy** - As a reward for helping him wash dishes at the restaurant, Chef Pisghetti gives George an ice cream sculpture in the shape of Gnocchi the cat. George really wants to show The Man with the Yellow Hat his new trophy, but the ice cream keeps melting! After a few melted dishes, George learns a whole lot about what happens to ice cream outside of the freezer.

9:00 AM **CLIFFORD THE BIG RED DOG** (116) *Clifford's Big Surprise/Ears Have It*

The Ears Have It - Clifford and Cleo are all excited about the town's upcoming celebration complete with a parade and fireworks! But they notice that T-Bone isn't quite as enthusiastic and soon learn that he is scared of the loud noises of all the festivities. T-Bone learns that the support of good friends can help you manage feelings of fear. **Clifford's Big Surprise** - Everyone is too busy to play with Clifford, because they are too busy planning a surprise party for him! On his own, Clifford learns that playing by yourself can be fun -but so is a party with all of your friends!

9:30 AM **DRAGON TALES** (125) *Wheezie's Last Laugh/Frog Prints*

Wheezie's Last Laugh--While searching for their soccer ball in the tall grass, the kids and dragons are startled to discover a dragon frog crowing like a rooster. What's causing such a thing? An elfin wise guy named Mr. Pop! He collects unique sounds with his sucking gizmo, then gleefully switches them with other sounds at will. When he steals Wheezie's loud guffaw and disappears, the group tracks him by following the trail of animals making the wrong sounds. **Frog Prints**--When Quetzal takes the gang on a ride through Dragon Lagoon, Max finds a new friend. He immediately loves Hoppy, a little uni-croaker frog, and decides to take him home to keep as a pet. But Quetzal gently explains that's not possible.

10:00 AM **IT'S A BIG BIG WORLD** (129) *Get Well Moon/Take Your Time*

Get Well Moon: Bob and Wartz are anxiously awaiting the full moon, but when they see it, the moon looks kind of orangey-red. They think that the moon must be sick and hurry off to see if Burdette can fly some medicine to it. After a visit to Snook and Madge, Bob is relieved to discover that the moon isn't sick and the color comes from light the moon is reflecting. **EDUCATIONAL OBJECTIVE:** The Moon -The moon is very far away and made out of dust and rocks. It looks bright because of reflecting sunlight. **Take Your Time:** Smooch pops in to see Snook, anxious about all of the things she has to do that day and how little time she has to do them. Snook reminds her that it is important to slow down and enjoy what she's doing, and to stop and rest sometimes. Finally, Smooch realizes he is right, and when Winslow comes by, the three friends decide to take some time to smell the flowers - literally. **EDUCATIONAL OBJECTIVE:** Balancing Work and Rest - It is important to do what we need to do and be responsible, but it is also important to take time each day to rest and enjoy the world around us. Sometimes taking our time and enjoying the process helps us to do a better job.

10:30 AM **JAKERS!** (124) *Ferny Gets A Crush*

Piggley and Dannan think they know best how to help a love-struck Ferny get the attention of his schoolmate, Millie. While he appreciates that his friends are trying to help, in the end Ferny learns that he's really much better off trusting his own feelings and instincts. Lesson: Be yourself and trust that your friends like you just the way you are.

11:00 AM CAILLOU (435) *Places and New Things!*

Caillou and family go on a trip on Helen's boat, an old friend of Mom's. Caillou is surprised to find there's a whole house packed into the boat. Caillou learns about wind and sails, and even gets to steer the boat too! When Mom and Dad are getting ready to go out to a restaurant, Caillou doesn't understand why he can't go too! He's disappointed until Julie the babysitter suggests they make their own restaurant, complete with menus! When Caillou accidentally breaks one of his toys because his room is a mess, Mom suggests a way to make cleaning up fun: with colourful stickers and a chart. Now Caillou and Rosie get to pick out their very own stickers for brushing their teeth and cleaning up the toys in their bedrooms! When Caillou dresses himself, he learns that when you put your pants on backwards, you can change and put them on right. When he sees Dad and Grandpa in suits and ties for a big party, he changes into his grownup clothes too. Jonas, a friend of Dad's and a real cowboy, has invited the family to visit his ranch. Caillou had never met a real cowboy before. Caillou learns a lot about horses; he gets to brush a pony named Lucky, he even gets his very own cowboy hat!

11:30 AM BOB THE BUILDER (407) *Spud Causes Trouble*

Bob is busy erecting tents for Mr. Bentley's five newcomers to Sunflower Valley. When Mr. Bentley goes to pick up the guests, he leaves his phone with Spud who promptly declares himself, Bentley's Assistant. A bad telephone connection along with Spud's over-eager attitude leads to a misunderstanding that results in Spud managing the sleeping accommodations for forty-five guests. Will there be enough beds for the new guests or has Spud caused unnecessary panic again? The team is hard at work converting Mr. Sabatini's windmill into a cafe but Roley's job is proving to be more difficult than it looks. Disaster strikes when Roley tries to move around some troublesome molehills and accidentally flattens all the tables and chairs for the new cafe! Will Mr. Sabatini's cafe be able to open in time or has the Can-Do Crew found a problem they just can't fix?

2:30 PM MR. ROGERS NEIGHBORHOOD (1572) *Mister Rogers Talks About Dance*

Mister Rogers visits Sea World and Shamu the Whale, who is learning a sort of dance from whale expert Mike Scarpuzzi. In the Neighborhood of Make-Believe, Lady Elaine Fairchilde opens her Always Happy Dance Studio.

3:00 PM BETWEEN THE LIONS (115) *There's A Fly In My Soup*

Everyone reads jokes to Click the Mouse to try to make her laugh.

3:30 PM CURIOUS GEORGE (115) *Curious George and the Dam Builders/Curious George*

Curious George and the Dam Builders - George gets acquainted with a family of beavers when he notices the impact their dam has on his favorite pond. Building a dam looks like so much fun that George decides to build his own. But when a sudden downpour sweeps both dams away, George and the beavers have to figure out how to repair the damage together or their beloved pond won't be a good place for beavers or monkeys! Curious George's Low High Score - George can't understand why his high score of 257 isn't a winner when he plays his first game of mini-golf with Steve and Betsy. How can a small number be worth more than a big number? After getting the lowdown on the principles of mini-golf, George is determined to get a low score next time, and so he builds his own mini-golf course for practice.

4:00 PM DRAGON TALES (124) *The Greatest Show In Dragon Land/Prepare According*

The Greatest Show in Dragon Land--The kids and dragons are really excited about flying to Wonder World amusement park. When they find out Zak and Wheezie have a broken wing and are unable to fly, however, they agree to accommodate their friends by walking there instead. Prepare According to Instructions--Quetzal sends the gang to see one of the most special sights in all of Dragon Land: the dancing crystals at Crystal Cave! He gives them precise instructions for things they must collect along the way. In a rush to make it there before sundown, Emmy dismisses the need for a map and a first aid kit. After they complete the first two instructions (with the help of the first aid supplies that Zak and Wheezie grabbed just in case), they head for Turtle Rock ... but they don't know how to get there. As Cassie gets ready to fly home to retrieve the map, Emmy begins to understand the importance of thinking ahead and suggests she bring back one more item as well.

4:30 PM AUTHUR (112) *Arthur Writes A Story/Arthur's Lost Dog*

This animated series is based on Marc Brown's best-selling books about Arthur Read, an eight-year-old aardvark, his sister D.W., and their family and friends. Arthur has a hard time coming up with a story he thinks will meet everyone else's expectations in "Arthur Writes A Story." Pal escapes his leash in search of a balloon for Kate in "Arthur's Lost Dog."

5:00 PM CYBERCHASE (109) *Clock Like An Egyptian*

(topic: Timekeeping) - Dr. Marbles finds the encryptor chip (the computer chip that will enable Marbles to delete Motherboard's virus) in an ancient pyramid. But the Mummy who guards the pyramid finds Marbles. When the kids and Digit arrive, they must work their way through the chambers of the pyramid - find Dr. Marbles - and escape before a trap set by the Mummy seals them inside forever. How much time do they have? Unfortunately, they have no clock or watch to tell them how much time has gone by. Is the mission impossible? Not for our kids! The Big Idea: To measure the passage of time, choose a starting point and count up the beats of something that repeats at steady, regular intervals.

WEDNESDAY, JANUARY 31

6:30 AM **BARNEY & FRIENDS (1017) *Things I Can Do and Differences***

Things I Can Do: Baby Bop isn't satisfied with the things she can do. She wants to play the keyboard like Riff and wants to be able to skate like Barney. Nobody can cheer her up, until she unexpectedly gets the whole park dancing--and she realizes there are things she can do, too. **Differences:** When a wheelchair-bound child is unintentionally neglected by his friends, Barney steps in to help. He gently reminds the others to include the child by showing them that even Barney feels excluded sometimes. It isn't always easy being a big, purple dinosaur. In the end, everyone is included for a day of fun!

7:00 AM **SESAME STREET (4119)**

Big Bird is looking for someone to play with, but the adults are all busy working and running errands. He thinks that the adults aren't any fun at all, so he wishes for them to be just like the kids. To Big Bird's surprise, his Fairy Godperson appears and grants him his wish. Alan, Maria, and Gordon all get transformed into kids! They are all having a great time playing together, but everyone else on Sesame Street is wondering where they are. Luis really needs Maria's help at the Fix-It Shop, Baby Bear needs a bowl of porridge from Hooper's Store, and Mile's is looking for Gordon. Big Bird realizes how important the adults are to Sesame Street and how much people count on them. He wishes for Alan, Maria, and Gordon to be adults again, so they can return to their responsibilities. Alan, Maria, and Gordon had so much fun, though, that they realize that it is also really important to play and to make time for the kids in their lives. **EDUCATIONAL OBJECTIVE:** Social Development

8:00 AM **CYBERCHASE (109) *Clock Like An Egyptian***

(topic: Timekeeping) - Dr. Marbles finds the encryptor chip (the computer chip that will enable Marbles to delete Motherboard's virus) in an ancient pyramid. But the Mummy who guards the pyramid finds Marbles. When the kids and Digit arrive, they must work their way through the chambers of the pyramid - find Dr. Marbles - and escape before a trap set by the Mummy seals them inside forever. How much time do they have? Unfortunately, they have no clock or watch to tell them how much time has gone by. Is the mission impossible? Not for our kids! **The Big Idea:** To measure the passage of time, choose a starting point and count up the beats of something that repeats at steady, regular intervals.

8:30 AM **CURIOUS GEORGE (117) *George Makes A Stand/Curious George Sees The Light***

George Makes a Stand - To earn money for a new soccer ball, George decides to set up his own lemonade stand. With help from Betsy, the stand is such a success that there are too many customers and not enough lemonade. In the nick of time, George remembers a trick that the Doorman showed him-make two glasses out of one by dividing. All the customers are satisfied, and now all George has to figure out is how to explain to The Man with the Yellow Hat what happened to all his lemonade. **Curious George Sees the Light** - A new traffic light is installed on the country road and George decides that it would really work a lot better with a few adjustments. But George's fixes don't have the desired effect-traffic gets backed up and even Jumpy can't get across the street to find his nuts! George has to work with Officer Quint to fix the light and get a better understanding of just what those red, yellow and green lights mean.

9:00 AM **CLIFFORD THE BIG RED DOG (117) *Tough Enough/Stars In Your Eyes***

Tough Enough? - Thinking that it'll make him more appealing to Sheriff Lewis, T-Bone decides to "toughen up." T-Bone eventually learns that it's much nicer to be nice than to be tough-and everyone loves him just the way he is. **Stars In Your Eyes** - Charley gets a new telescope and offers to bring it to Emily Elizabeth's "space" theme party. When Jetta mentions that the telescope might get damaged at the party, Charley changes his mind. Thinking that his friends won't want him at the party without his telescope, he decides to stay home. In the end, Charley realizes that his friends like him for who he is rather than what he has.

9:30 AM **DRAGON TALES (126) *Crash Landings/The Big Cake Mix-Up***

Crash Landings--The dragons are excited about the chance to win the first prize in a flying relay race, so they go really fast in practice. But when Zak and Wheezie crash into a tree and Zak gets hurt, he decides not to enter the race for fear of getting injured again. Everybody tries to help Zak cope with his fear by telling him how much they need him, letting him choose the speed at which he and Wheezie fly and outfitting him with a helmet and lots of pillow pads. **The Big Cake Mix-Up**--The kids and dragons prepare for the Annual Dragon Land Cake Baking Contest, for which the grand prize is a cookbook they plan to give to Quetzal. Their entry: a dragonberry carrot cake. They split up to find the ingredients, but all return with the same thing -- eggs. Everyone agrees to plan better and try again, so each one volunteers to bring back a specific item on the picture recipe

10:00 AM **IT'S A BIG BIG WORLD (102) *Ant Ray Vision/Moving On Up***

Ant Ray Vision: Snook tries out a butterfly's point of view while Bob explores that of an ant (he even wears an ant costume!). But only after the ants send him a package does Bob truly see things from their point of view. **Moving On Up:** Fed up living with her messy brother, Smooch decides to move. Snook helps her explore all of the different habitats in the tree, but she eventually realizes there's no place like home. **EDUCATIONAL OBJECTIVES:** What we see influences what we know and care about. Many

animals see the world in different ways than we do, and seeing the world the way that other creatures do can help us to understand that creature. Habitats - Different creatures make their homes in different places. One creature's house may not be "home" to an animal accustomed to a different habitat.

10:30 AM JAKERS! (125) *My Right Arm*

Piggley tries to make the most of a bad situation by training his left arm to throw when his right arm is broken and put in a cast, but it's the help of his friends that enables him to overcome his temporary handicap and win the Ball Toss Contest at the annual School Fair. Lesson: Helping a friend through a difficult time is a true sign of friendship.

11:00 AM CAILLOU (436) *Step By Step!*

When Leo forgets his brand new toy dinosaur in the park, Daddy and Caillou go looking for it, with no success. So Caillou, with Mommy's help, puts up a Lost and Found Poster, and then, finds 'Dino' at the Park Office Lost and Found! When the washing machine needs fixing, Caillou ends up helping Bob the repairman. Inspired, Caillou helps Dad hammer a nail and glue the leg onto a wobbly stool too! Caillou accompanies Grandma to the Senior's residence where he finds out 'driving' the meal cart is more fun than driving his toy truck. Caillou even helps push Mrs. Wilson around in her wheelchair, proving to be the best driver she's ever had! When Sarah asks to borrow Caillou's wagon for her new paper route, Caillou offers to help too! Caillou, with Daddy's help, learns about getting up early, folding the papers and delivering them too. When Mom drives Sarah to her skating lesson, Caillou decides he wants to take skating lessons too!

11:30 AM BOB THE BUILDER (408) *Water Stories*

Bob has designed a water recycling system to water the new orchard but it must be built carefully and in an ordered process. Spud can't wait for the apples to start growing and he rushes through the building process doing everything wrong. Will Farmer Pickles have any apples in his orchard this year or does Spud's haste mean no apples for Sunflower Valley? Bob is building a Seaweed Farm for Farmer Pickles' cousin, Annie. Scrambler is eager to help and volunteers to collect seaweed seedlings from the beach. He's so sure he'll collect what they need in record time that he challenges the machines who are building the farm to a race. He thinks he is winning until he returns to find all the seedlings he collected, are gone! Will Scrambler be able to find more seaweed or has he lost the race and more importantly, all the seeds to start Annie's farm?

2:30 PM READING RAINBOW (410) *The Runaway Duck*

3:00 PM BETWEEN THE LIONS (603) *Yo! Yes?/Very Loud, Very Big, Very Metal*

Sometimes, making a new friend is as easy as saying yes. And Leona discovers that making her brother happy is as easy as showing him a music video with big, noisy construction vehicles. Educational Goals: Highlights the joys of reading and introduces key literacy skills. Focuses on the consonant sounds y and v, and features a variety of adjectives in the song "Very Loud, Very Big, Very Metal."

3:30 PM CURIOUS GEORGE (116) *Curious George Sees Stars/*

George is determined to count all the stars in the sky but he just can't stay awake long enough to finish. And when he goes back to the city it's even more difficult-the stars have disappeared! Will George be able to come up with a system to keep track of his count? And exactly where do all the stars go when George goes to the city? Curious George Gets a Trophy - As a reward for helping him wash dishes at the restaurant, Chef Pisghetti gives George an ice cream sculpture in the shape of Gnocchi the cat. George really wants to show The Man with the Yellow Hat his new trophy, but the ice cream keeps melting! After a few melted dishes, George learns a whole lot about what happens to ice cream outside of the freezer.

4:00 PM DRAGON TALES (125) *Wheezie's Last Laugh/Frog Prints*

Wheezie's Last Laugh--While searching for their soccer ball in the tall grass, the kids and dragons are startled to discover a dragon frog crowing like a rooster. What's causing such a thing? An elfin wise guy named Mr. Pop! He collects unique sounds with his sucking gizmo, then gleefully switches them with other sounds at will. When he steals Wheezie's loud guffaw and disappears, the group tracks him by following the trail of animals making the wrong sounds. Frog Prints--When Quetzal takes the gang on a ride through Dragon Lagoon, Max finds a new friend. He immediately loves Hoppy, a little uni-croaker frog, and decides to take him home to keep as a pet. But Quetzal gently explains that's not possible.

4:30 PM ARTHUR (113) *Long, Spanky/Buster's New Friend*

In "So Long, Spanky," D.W.'s pet bird Spanky dies, and as she come to terms with this, she meets a new friend who happens to be a toad. Arthur feels sorry for himself when Buster stops paying attention to him in "Buster's New Friend."

5:00 PM CYBERCHASE (408) *A Crinkle In Time*

Digit and the kids go on a rescue mission to save Slider, searching for their friend all over a mysterious cybersite called Ticktockia. But it's all a big trick by Hacker, and Slider's not even there! And if the CyberSquad doesn't leave soon, they'll be stuck forever. Can they learn enough about gears to escape before the clock strikes 9? Only time will tell! EDUCATIONAL OBJECTIVE: Watch carefully how two gears mesh and you can discover how their size and number of teeth affects the speed at which each turns.